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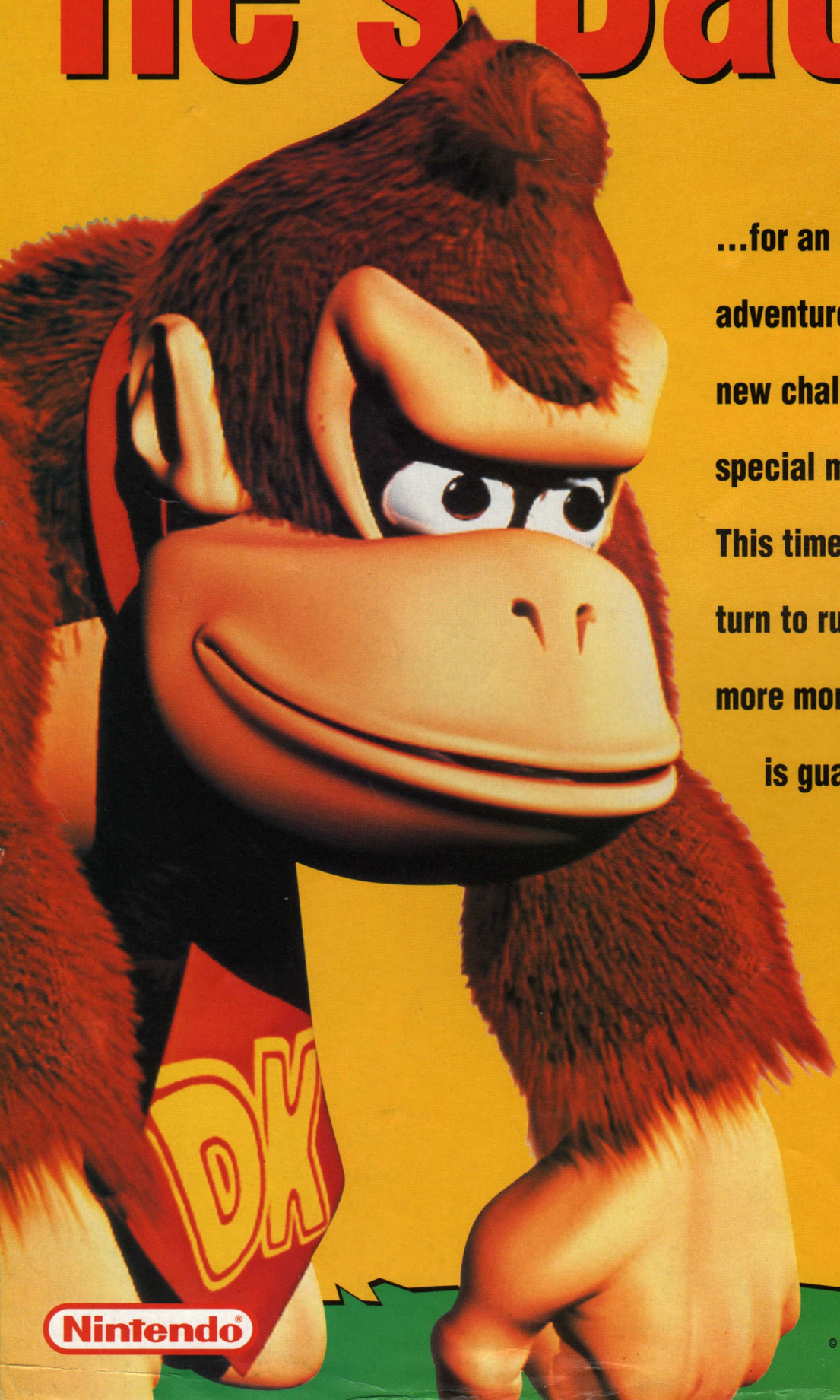

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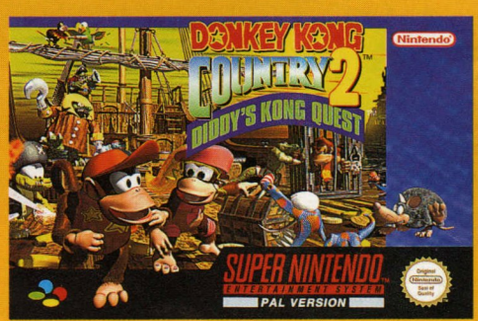

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HELLO BOYS!!

Remember the excitement when Killer Instinct first hit the arcades? Remember who got the news first and bought you the very first EXCLUSIVE review? That's right, your good old NMS. Well, guess what? We've only gone and done it again! That's right – we've been there, we've seen it and we've blummin' well played it. Now get your fighting-fingers flipping to page 10 for our WORLD EXCLUSIVE six-page insight into Rare's killer sequel!

Phwoar-chid!

Yes folks, the ever-blossoming Orchid, 24, is a regular reader of NMS – she just loves its top exclusives and in-depth reviews. "After a hard day's fighting, there's nothing I enjoy more than curling up with the latest issue and a steaming hot mug of Baby Bio". All we'll say is that this is one 'baby' we'd hate to say 'bye-o' to!

PAGE 3 BEAT-'EM-UP BABE!

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ISSUE 41 FEBRUARY 1996

ADVENTURES IN THE ULTRA WORLD!

PAGE 16

18-PAGE ULTRA OVERLOAD: SECRETS OF THE BLACK MAGIC BOX!

We know you're just clammering for any information about the NU64 and those games that are going to change the shape of video gaming. So gamestrels, cease your salivating and dribble no longer because, as usual, NMS is first with a full lowdown on Nintendo's opening selection of goodies for its little black 64-bit dream machine.

SUPER MARIO RPG

ROLL ME OVER DO IT AGAIN!

There's only one punter in the history of videogaming who could possibly nick Zelda's 'Greatest RPG Ever' title and that's Mario! Flip to page 82 for the very latest news on the plumber's role-playing antics!

PAGE 82

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YOSHI'S ISLAND PLAYGUIDE PART 1

DISOVER THE DINOSAUR'S LOST WORLD OF YOSHI!

Been struggling trying to help the Yoshis take baby Mario through the rigours of their island? Sick of seeing baby Mario float away in a bubble? Well, get your finger off your joy-pad and turn to page 66 for monster-size tips.

REGULARS

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DIDDY'S KONG QUEST PLAYGUIDE PART 1

PG TIPS FROM THE TREE-HOUSE!

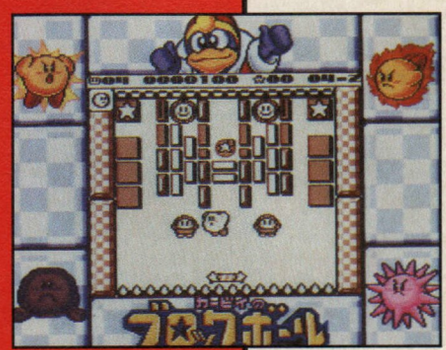
We guarantee absolutely no crap monkey puns, just a straight-forward guide that'll give you all the help you'll need to get that elusive 100% on the first two worlds in Rare's second visit to the monkey house. Now get your prehensile tail down to page 72 this instant!

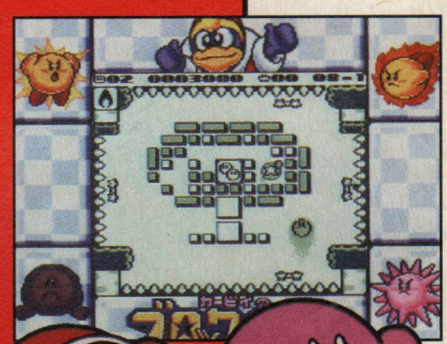
Nintendo® NEWS NETWORK

IT'Z KIRRRRRBY!!!

Stand by for action, Kirby fans, because not one but TWO games starring the ker-razy pink blob are coming your way from the geezers at HAL Laboratory, Inc.! Most imminent (well, if you can call the Summer imminent) is Kirby's Blockball on the Game Boy, a BreakOut-style action game in which you bounce the Kirbster around in an attempt to clear screen after screen of blocks. Of course, this task is made tougher by the presence of the usual array of foes who are out to make sure that Kirby ends up spiked on the spears at the bottom of the screen!

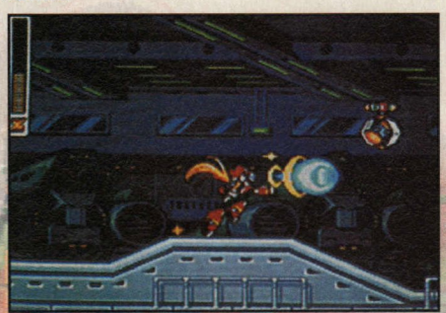
The second Kirby game is on Super NES. Called (rather peculiarly) Kirby Active, it's a platform game – indeed, it's the first time the Kirby-meister has appeared in a Super NES platformer. Playing in a similar manner to the classic Game Boy games, Kirby Active sees Kirby sucking in all manner of enemies and taking on their skills as he hops, bounces and flies through level after level of hyper-colourful, ultra-cute action. We'll have more on both of these games ASAP!

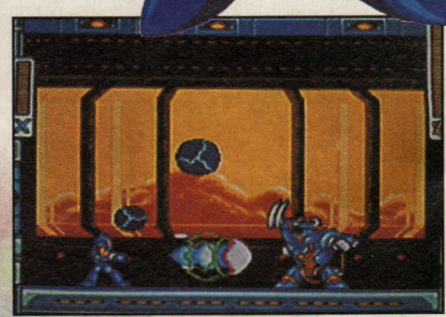




X-RATED FOR ACTION!

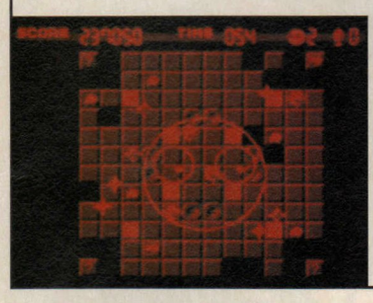
Capcom's favourite blue-armour wearer returns to the Super NES in Megaman X3, the latest in the long-running and hugely popular Megaman series. Although there appear to be few surprises in the gameplay department – it's the usual 'run around the big scrolly levels, zap the bad guys, duff up the big boss and grab his weapon, then confront Dr. Wily' shenanigans seen in all the previous Megaman games – it's very pretty, with some huge sprites strutting their stuff in impressive fashion. Even as we speak a copy of the game is winging its way NMS-wards from Japan, so expect a big preview next month.





WARIO IN DEEP!

Nintendo showed its confidence in the eventual success of the Virtual Boy by unveiling two new VB games at the Shoshinkai Show, WarioLand and Bounce High. The former title is, as you might expect, a platform game starring the evil Mario look-a-like. In terms of gameplay everything is as you'd expect, with the main twist being that Wario can walk through doorways and along bridges to reach platforms in the distance. Bounce High is also a (sort of) platform game, in which you control a bouncing rubber ball as it hops around top-viewed platforms suspended in space. It's all very strange, but curiously compelling. More information on these soon.



THOMAS! THOMAS!

That famous cat and mouse duo, Tom & Jerry, are set to return to the Super NES in yet another attempt to bring their classic cartoon capers to life. Altron Corp.'s game seems to centre around the adventures of Jerry the mouse as he races around the house in a quest for cheese – and naturally, Tom the cat wants to stop him! Featuring what must be the biggest sprites and some of best animation ever seen on the 16-bit console, this looks as though it could finally wipe the tragic memory of the previous Tom & Jerry game from our minds. Let's hope so, eh?

TIME WARNER DREAM ON!

Latest recruit to Nintendo's NU64 Dream Team is Time Warner Interactive, which has already announced that it's developing a real-time, 3D-rendered ice hockey game for release this Autumn. The game, which will 'star' hockey legend Wayne Gretzky (who's so famous that we've never heard of him), will boast lightning fast gameplay, motion-captured skater animation and an 'intelligent' camera which will float around the rink to give the best view of the action. Although the accent will be on action and fun, the game promises to be satisfyingly realistic too and will contain real NHL players' names, profiles and physical likenesses. Apparently the game will be based on the TWI hockey coin-op that'll be launched in the arcades this Spring, so if you want to get an idea of what the NU64 game will be like, keep an eye out for it...

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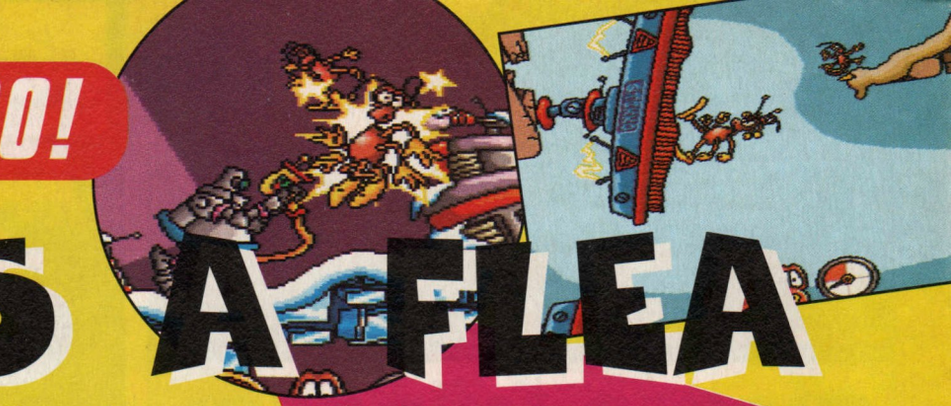
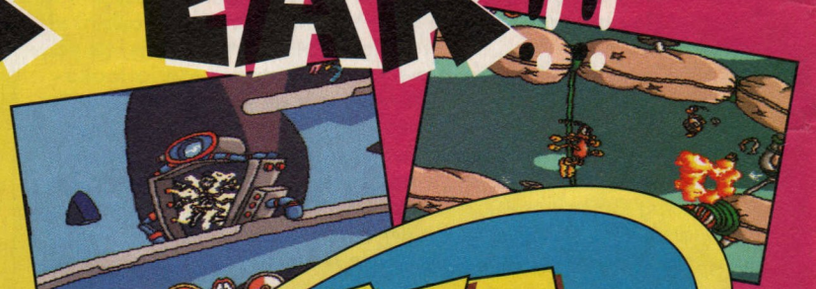
SPECIAL COMPO!

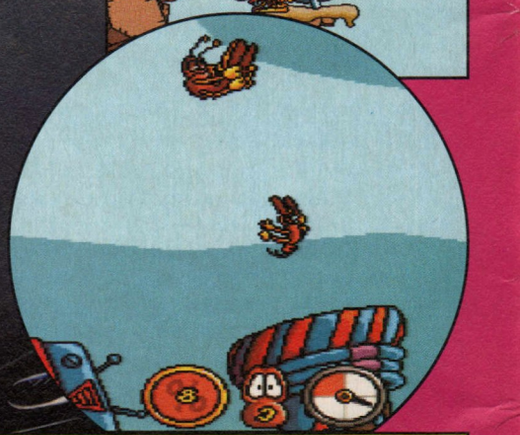
HERE'S A FLEA IN YER EAR!!!

You know, every month we get something nifty to give-away. Well, February is no different as you scrounging gits get yet another chance to win something else far too good to end up in your sweaty little palms. Ah well, we're only jealous 'cos we can't win the Sony Discman or one of five copies of Frantic Flea that could be leaping your way for flea, er, free!

Those bloody fleas they get everywhere! If it's not your dog then they're round your classroom, bouncing from one pupil's head of greasy hair to the next. And now, as if to add insult to injury, they've taken over your Super NES too. Yep, that's right, Gametek's insect-induced visit to the nit-lady features 18 levels of 'I-can-jump-ten-times-me-own-height-platform-japery' for you to while away the hours with. But be careful, 'cos once these suckers get into your skin they're flippin' contageous! Anyway, you'd better get your bottle of Head & Shoulders ready because look at what we're itching to give away:





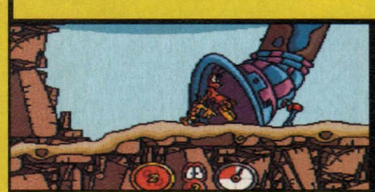


1st Prize: A groovy Sony Discman to jive away to and a copy of Frantic Flea on the Super NES.

PLUS: Five runners-up will each win a copy of Gametek's Frantic Flea on the Super NES.

To enter this scratch-tastic compo all you have to answer the following simple question:

Q. What's another name for a flea?
(a) Nit
(b) Gnat
(c) Nob



Now send your answer along with your name and address to: ***KEEP THOSE NASTY FLEAS AWAY FROM ME CLEAN UNDER-CRACKERS PER-LEASE!, NMS, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.***

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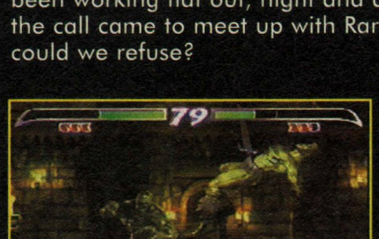
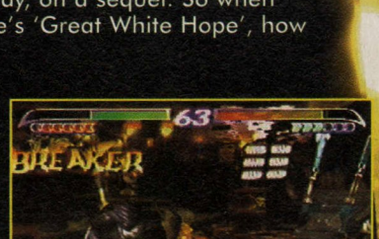
SPECIAL FEATURE

How many times does a sequel ever compare to the original in the movie world? Practically never! Fortunately, the world of videogames is different, especially when game gurus Rare are at the helm. Prepare to be well and truly ultra-combo'd on the chin as NMS brings you the WORLD EXCLUSIVE preview of Rare's latest foray into the fighting ring. Ladies and gentlemen, welcome the new heavy-weight champion of the arcade... KILLER INSTINCT 2!!

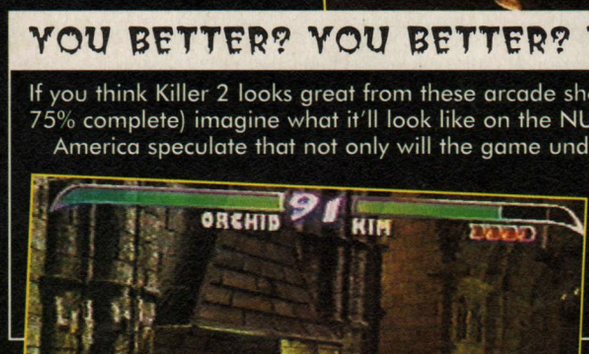
Anyone who missed Rare's first fisticuff frenzy, Killer Instinct, must have been either whacked out on medication or otherwise abducted by aliens and swept off to another planet. As an arcade title Killer Instinct did tremendous business on both sides of the Atlantic and devastated the competition when converted on to the Super NES. Since its ultras, hypers and supers knocked the stuffing out of the competition, Rare have been working flat out, night and day, on a sequel. So when the call came to meet up with Rare's 'Great White Hope', how could we refuse?

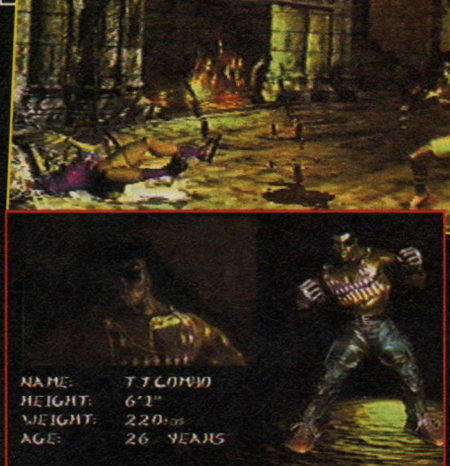


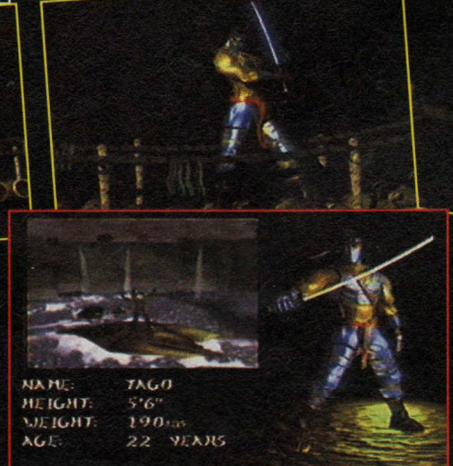


YOU BETTER? YOU BETTER? YOU BET!!

If you think Killer 2 looks great from these arcade shots (which, bear in mind, is only 75% complete) imagine what it'll look like on the NU64! Both Rare and Nintendo of America speculate that not only will the game undergo some cosmetic surgery – complete 3D's our guess – but it'll have extra features added too. While we can't say anymore, we know for a fact that Rare are busy beavering away as you read this.



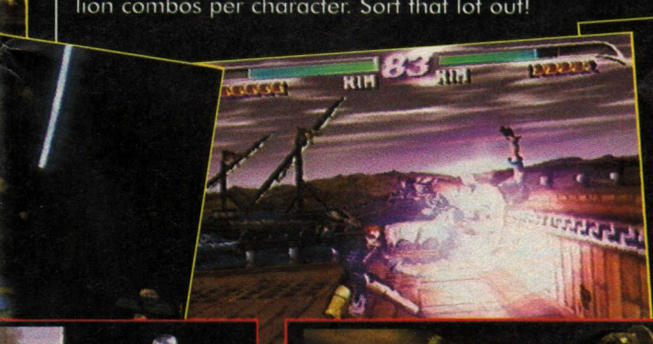




ER ON
OSE AGAIN!

IT'S THE COMBINATIONS 'ARRY!

In Killer Instinct you were called upon to link-up your kicks and punches to pull off the vast array of combos that the game had stored in it, which basically meant that you were always working the buttons in diagonals. In Killer 2 that system has been removed and an all-new new combo engine introduced. Now, budding killers will be able to utilise a system that asks them to use a vertical button sequence to pull off those instant combos! Rare also reckon that, by completion, Killer 2 should boast well over a million combos per character. Sort that lot out!



SPECIAL FEATURE

BREAKER-BREAKER, FREDDIE LAKER!

Another upgrade to all-things killer and instinctive is the combo-breakers. When you were attacked by a series of pain-inducing attacks in KI it was quite tricky to work out exactly what you were being pummelled with. However, in Killer 2 say, for example, that you're being attacked by a series of punches, then any kick button will break-off the attack and leave your poor beaten body ready to fight back. However, you have to be fast to pull 'em off!

LAST ONE TO THE BAR'S A...

On other more primitive fighting systems a fighter can basically block series after series of assaults until the timer runs down and win by default, but not in Killer 2. No sirree, each player has the equivalent of a second power-bar which increases as you carry out more attacks. Then, once the bar is powered-up, fully, bigger, nastier attacks which out-muscle blocks are available more easily. Not only does this encourage active aggression, but it also can help anyone up against the ropes to fight back to victory!

SPECIAL FEATURE

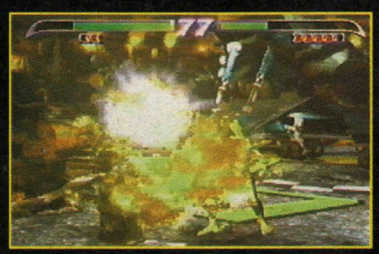
FATAL ATTRACTION!

Anyone who enjoyed smashing the living daylights out of some poor, dazed sucker who stood around waiting for death may as well forget it, because the fatality moves have been axed. In Killer 2 you have to fight until the very last drop of blood has been spilt. So don't be expecting anybody to lie down that easily, although it's quite a shame considering how fit some of the ladies look!

THE POWER TO MOVE YOU!

Much of the rendering and graphical quality of the characters owes a great deal to Alias Research's Power Animator tools. Obviously, it took great skill from the ten-man team that programmed Killer 2 to bring us such a stunning game, but much of the muscle-swelling, hair textures and particle generation that helped totally re-model the characters is down to the power that programmers can wield with Alias' high-end set of graphic tools.

SPECIAL FEATURE

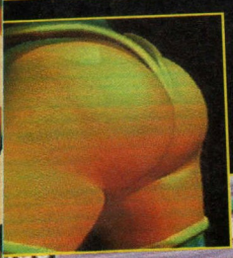


BACKGROUND INTERFERENCE!

An obvious difference that you'll have noticed from these shots is the added feeling of 3D that the backgrounds create. Not only do they look gorgeous and have much more depth to them, but they're also linked into the play. For example, if you check out this sequence below you'll notice that at first the barrels look as though they're just cosmetic, but pull off a move around them and they explode spectacularly, with the flying debris inflicting damage on any poor unfortunate who gets in the way.

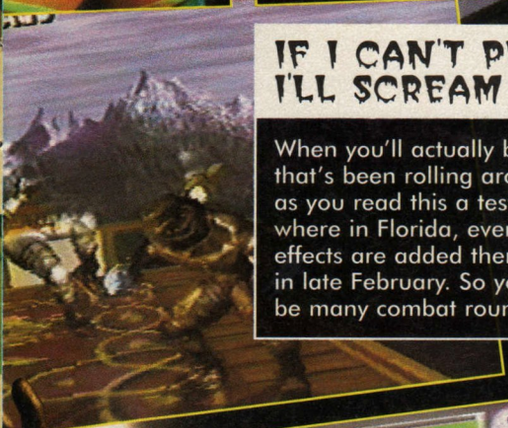
OUT WITH THE OLD, IN WITH THE NEW!

You didn't think that Rare would just chuck in the same bunch of fighters, did you? And you didn't think they'd just do it without a great deal of prior planning either, did you? Unwittingly, it's you lot that have shaped the line-up in Killer 2 because every machine is installed with a chip which remembers who's not so popular and who's a revered favourite of yours. So put your hands together for new contenders Maya, Kim Wu and the barbarian Tusk, and wave farewell to old lags Cinder, Chief Thunder and Riptor. Or should we? You see, Rare wouldn't reveal who the secret characters in their sequel are. Well, they wouldn't be very secret if they told us straight away, would they now?



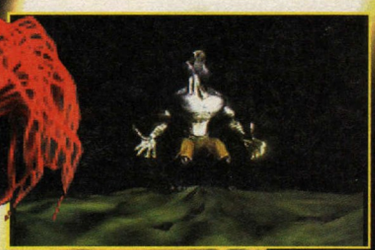
(LEFT) That Orchid she's a right madam isn't she flashing her botty at us like that. Don't stare too hard you'll damage your joypad!

(BELOW) Sabrewulf on his way home after a night on the special strength wolfbane lager.



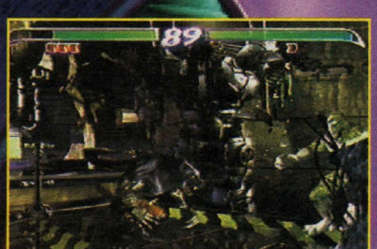
IF I CAN'T PLAY NOW I'LL SCREAM AND SCREAM...

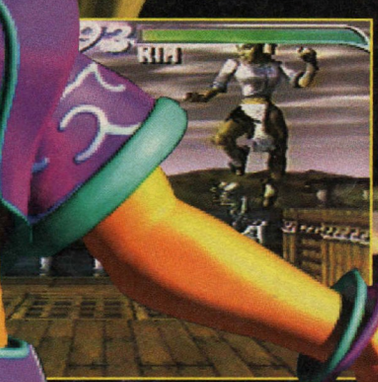
When you'll actually be able to play Killer Instinct 2 is undoubtedly the question that's been rolling around your minds since you clenched your copy of NMS. Well, as you read this a test machine is getting its buttons beaten at a location somewhere in Florida, even though it's only 75% complete. And once more detail and effects are added then Rare expect the machine to be doing the business Stateside in late February. So you can bet your bottom dollar its UK release won't be many combat rounds behind!



THROUGH THE KEYHOLE...

Feast your eyes on some of these shots and wonder at the stunning 3D beauty of them. Below you can see Spinal's boat – which features a brilliant accompanying tune, Sabrewolf's castle, Orchid's all-new jet, the icy wreck of Glacius' crashed spaceship and Fulgore's museum which boasts a Model 3 complete with flying debris if you strike it lucky. But to be fair, even though they look amazing, you ain't seen nothing until you've seen 'em scrolling around!





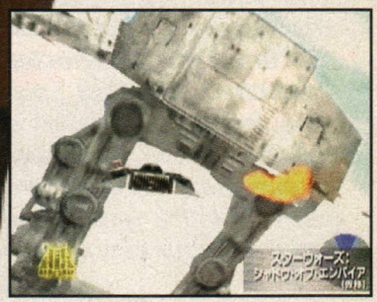
NEXT MONTH! KILL ME AGAIN!

You didn't think we'd end the torture here, did you? Next month expect more blows below the belt, more jaw-breaking info and more exclusive combo-inducing game shots from the one and only true Nintendo mag!

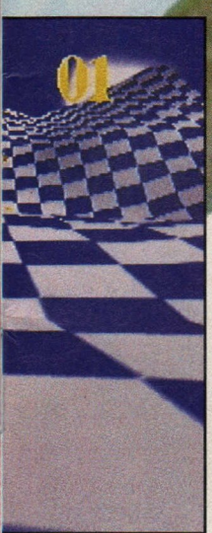
ADVENTURES IN THE ULTRA WORLD! ULTRA

Last month NMS scooped the world's press once again with red-hot info about the NU64 and incredible first screenshots of those stunning NU64 games. Now, we bring you the first real insight into the future of gaming with a round-up of some of the major heavyweights that are about to scare the wits out of the 32-bit opposition...

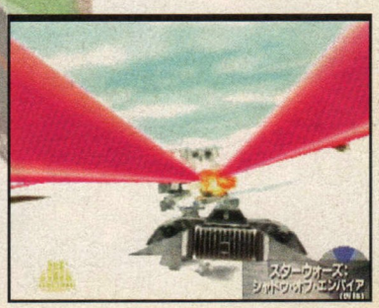
ULTRA ADVENTURES IN THE ULTRA WORLD!



URES OF THE RAWORLD!



Yes, while other mags tried to tempt you into buying them with half-baked guesses and ill-informed rumours, NMS was the only one to bring you the real hard facts about the console that had jaws a-dropping and tongues a-wagging from Tokyo to Tipton. Now prepare yourself for an information overload and a visual feast of gargantuan proportions as we take you on a voyage through the exciting Next Generation world of the Nintendo Ultra 64. On this breathtaking journey you'll discover more info, more screenshots, more, well, everything about the games previewed at last November's Shoshinkai Show than you'll find anywhere else on this planet. And if you think this is pretty awesome, just wait until you see what we've got planned for the months to come. But enough of this teasing. Relax, sit back, make yourself comfortable and prepare to greet your gamesplaying future – it starts just over the page...



ADVENTURES IN THE ULTRA WORLD! ULTRA

Since the NES, almost every new piece of Nintendo hardware has been launched with a Super Mario game. So there are no shocks to learn that when the NU64 is launched this April, you'll be able to buy Super Mario 64, the latest instalment in the long-running adventures of the plucky plumber and his attempts to defeat the nefarious Bowser. However, what is shocking is how different the game looks – this is Super Mario like you've never seen him before!

Super Mario 64 dominated the Shoskinkai Show in Japan last November. Admittedly, this was partly down to the fact that, Kirby Bowl 64 aside, it was the only game on demonstration that you could actually play. And it's important to mention that the demo running on the NU64s, called 'The World Of Rocky Mountain', was just that – a demo. Apparently it had been knocked together especially for the Show by Mr Shigeru Miyamoto's in-house development team at Nintendo, purely to show off some of the different graphic styles and level types that players can expect to encounter. And although Nintendo claimed that the game was only 50% completed, it's believed that the actual demo levels were only around 20% completed, so it's likely that the finished game will look very different to what you see here and completely incredible. But hey, enough of my yakkin' – let's boogie!

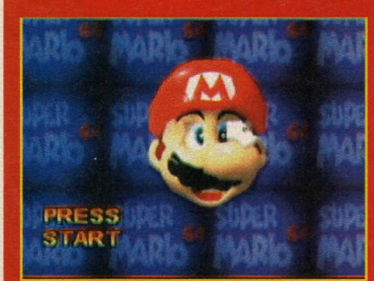
NOT ONE, NOT TWO...

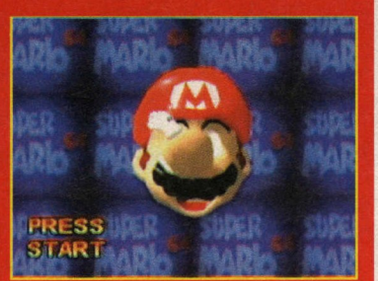
...But – yes! – three dimensions! Everything about Super Mario 64 is 3D, from the game start screen (described elsewhere) to the in-game graphics. And as you can see for yourself, they look blummin' marvellous. Everthing is properly light-source shaded and textured, there are no ugly 'clipping' glitches where things suddenly 'pop' into view from out of the distance, and the action moves very, very, very smoothly. The spot effects are brilliant too – but we'll get onto them a bit later!

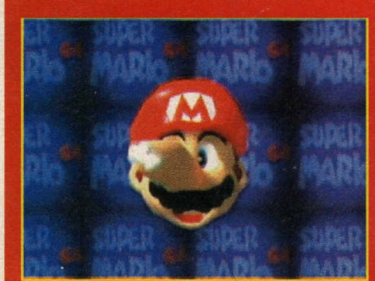
SUPER M

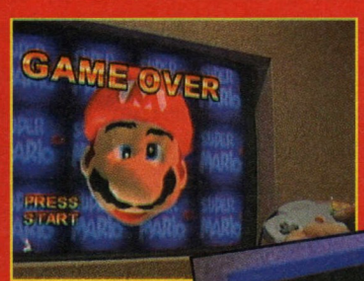
A HEAD START!

Super Mario 64's 'start game' screen consists of a giant disembodied Mario head floating in space. You have the option of either going straight into the game or using the 3D Stick and the joypad's action buttons to 'grab' parts of Mario's facial anatomy. For example, you can grab Mario's nose and then stretch and twist it – then, when you let it go, it snaps back into place and wobbles! You can also zoom the head in and out of the screen and spin it around. But take care – if you spin the head around too much Mario gets dizzy and his eyes starts spinning around.







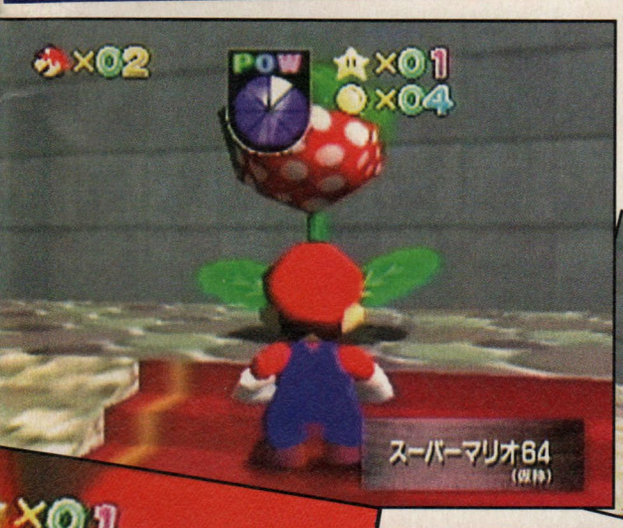


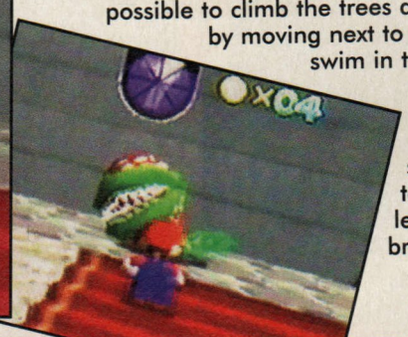
THERE'S A GREAT VIEW!

Using the four yellow joypad buttons you can switch between a number of different camera 'views', such as from the back, the front, the sides and, by using the buttons together, from many other angles. The most useful view is the one from behind Mario, which allows you to see the perils that lie in front of him as you move him around, but the others are also handy for surveying the dangers that lie around you or simply for taking in the beautifully-rendered scenery!

ARIO 64

COULD THIS BE THE FINEST MARIO GAME OF ALL TIME?!
LOOK AT THAT FABULOUS 3D – IT'S BLOOMIN' AMAZING!!
TOP NEWS – SUPER MARIO 64 PLAYS AS GOOD AS IT LOOKS!!



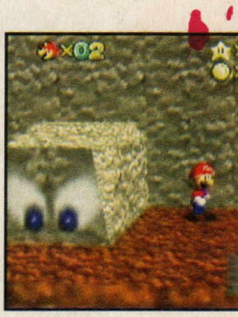


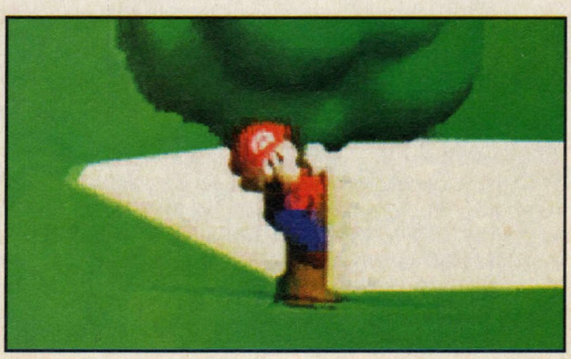
THE WORLD OF ROCKY MOUNTAIN!

The game on demonstration at the Shoskinkai Show allowed players to explore 'The World Of Rocky Mountain', a special set of levels created especially for the Show. As the demo started the player found himself – or rather, Mario – in the lush grounds of a mysterious-looking castle. By pushing the 3D Stick in any direction you could make Mario walk around or, by pushing the Stick over further, make him run. It was also possible to climb the trees and find out what secrets lay within their branches by moving next to the trunk and hitting the action buttons, and to swim in the lake by wading in (leaving a white trail of ripples in Mario's wake) and then tipping Mario over and diving down with a tap on the action buttons. Incredible! The door to the castle is opened in the same way as Mario climbs trees, and inside are four tapestries hanging from the walls that magically lead to strange new realms. Come on, Mario, be brave – dive through...

HEY, HOT STUFF!

One tapestry leads to this flaming realm of lava pits and fireballs. Mario has to take care not to end up in the red-hot molten rock or he'll be sent soaring skywards with a yelp, his bum smoking and his pockets a few gold coins lighter! This noble aim would, of course, be a lot easier to achieve if it weren't for the spike-headed Bob-ombs wandering around and the crumbling bridges that collapse beneath Mario's feet, but then again our hero has never had an easy life, has he?





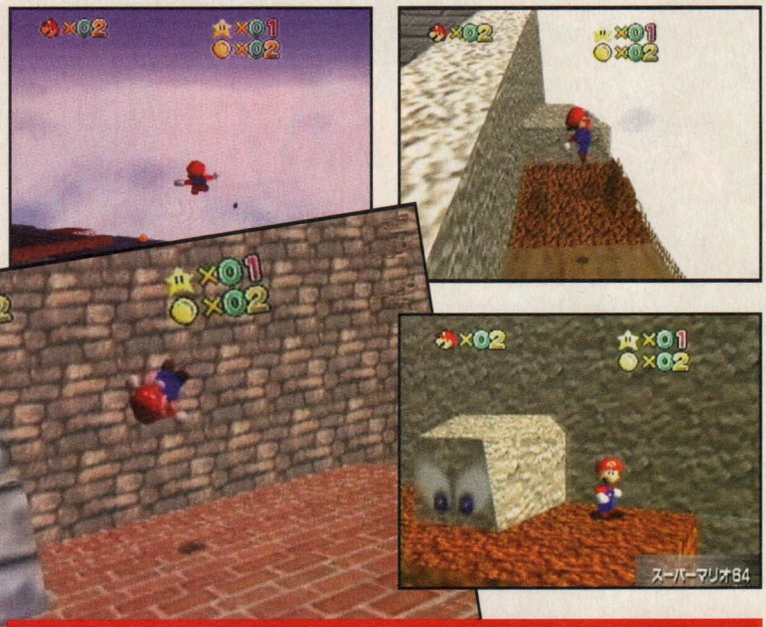
ADVENTURES IN THE ULTRA WORLD! ULTRA

NICE 'N' ICY DOES IT!

Super Mario 64 may be all flash 'n' 3D, but it's still a platform game at heart. And as we all know, a platform game just ain't a platform game without an ice level covered in slippy-slidey floors – and here's Super Mario 64's! Note the flakes of snow gently drifting down the screen, which help give a wintery feel to the action. One of the most impressive enemies here is a giant blue penguin which waddles around very realistically. We didn't quite understand why, but you can pick up the baby penguins and carry them around – perhaps the idea is to annoy the mother penguin into chasing him.

CLIMBIN' HIGHER 'N' HIGHER!

In another realm Mario has to clamber up the side of a giant tower, fighting Piranha Plants and dodging Banzai Bills as he goes. There's a rather neat secret bit in this realm. It looks like a hole in the ground, but if Mario drops down it it turns out to be a cannon that shoots him high into the sky! Using the 3D Stick, you can then guide Mario as he flies through the air with the greatest of ease.



SWIM LOW, SWEET MARIO!

One of the most amazing realms is the underwater one, where Mario swims through sub-aquatic caves and passages in search of Bowser's submarine. The feeling of really swimming is excellent, mainly thanks to the superb control you have – basically you point Mario's head in the direction you want him to swim in using the 3D Stick, then by tapping the action button you make him pull a stroke. If you hold the button down, he'll then kick his feet.

MARIO HERALDS THE DAWN OF A NEW ERA OF 64-BIT GAMING!!

BASHIN' BOWSER!

The end of each realm is marked by a giant spinning star which, once touched, sends Mario whizzing back to the castle in Rocky Mountain. If you manage to complete all four realms you can enter the fifth realm, where Bowser lies in wait! This sequence really shows off the power of the NU64 – Bowser is beautifully rendered and animated, and when he breathes fire the effect is awesome!

KONAMI

INTERNATIONAL SUPERSTAR SOCCER DELUXE™

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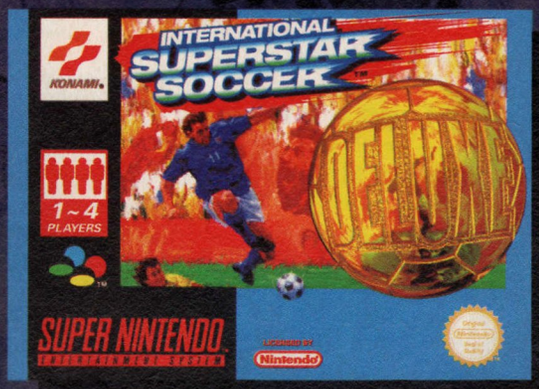
It's a whole new ball game...



It's more than just a sequel...

New teams, new players, new stadiums, new strategies and new techniques.

- ★ Realistic player sprites with brand new animations and skills
- ★ Increased CPU intelligence to challenge beginners and experts alike
- ★ 36 international teams featuring recognisable celebrity players
- ★ Real, live commentary, 7 different stadiums and new stadium video screen
- ★ International Cup, World Series and fully editable tournament modes
- ★ Choose from 16 formations, 8 strategies, 20 players and 9 adjustable player skills to create your perfect team
- ★ Four way play also possible

A load of old balls it ain't!

Release Date: 3rd November 1995 SUPER NINTENDO ENTERTAINMENT SYSTEM

ADVENTURES IN THE ULTRA WORLD! ULTRA

According to Nintendo, Super Mario Kart is the best-selling Super NES cart ever – and it's more than likely that this eagerly-anticipated NU64 game will enjoy the same success when it's released around the June of this year! Yes, Mario and his mates are heading to an NU64 near you to find out, once again, who is the best go-karter in MarioWorld! Ready... Steady... Go!!!

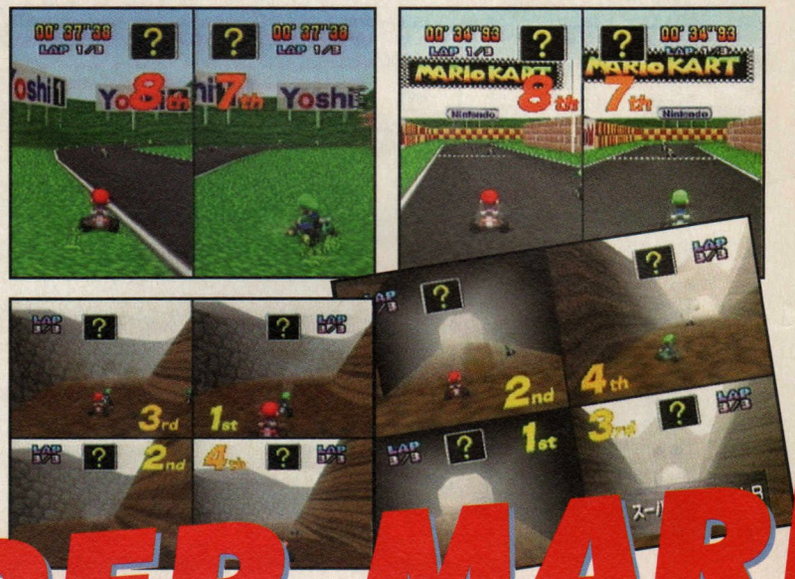
There are dozens of Super NES games that we frequently take out of the games cupboard and dust down for a replay, but none get revisited quite as much as Super Mario Kart. Its fine blend of great graphics, skillful gameplay and friend-slaughtering competetiveness sets it apart from its compatriots. Indeed, it's arguably the finest Super NES game ever – a verdict echoed by the buying public who have voted with their hard-earned cash and made it the best-selling Super NES cart of all time. For these reasons we're not ashamed to admit that our jaws dropped and tears of joy were shed when we saw that Super Mario Kart R was being coded for the NU64. To say that we can't wait to play it is a serious understatement. In fact, we're so excited about the prospect that – ohmigod I've fainted...

I WANNA BE WARIO!

As in the original Super Mario Kart, it appears that SMKR will let you choose your go-karting alter-ego from a selection of eight MarioWorld characters, each with their own unique set of strengths and weaknesses. Most of your old favourites appear to be present and correct – including Mario, Luigi, Princess Daisy, Yoshi, Bowser and Toad – but it seems that Koopa and Donkey Kong are sadly gone. In their place please welcome... Wario and MagiKoopa!

THE MORE, THE MERRIER!

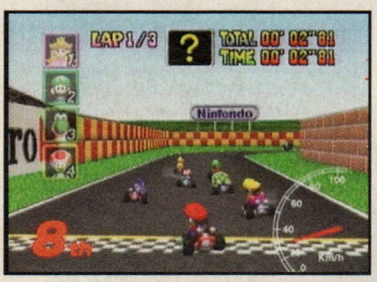
Super Mario Kart R promises to be a true multi-player experience, enabling one player to compete against the computer or two, three or four players to race against each other. In this last mode, SMKR looks completely awesome, with the screen split into four quarters and each player given their own mini-screen of the action! Ha! Who needs untidy machine-to-machine link cables when the NU64 has the power to do this all on its lonesome?

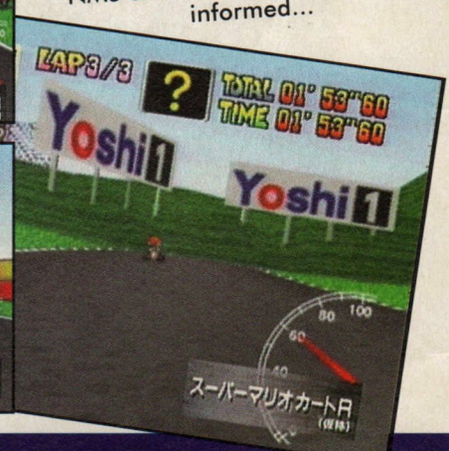


SUPER MARI

SPIN ME RIGHT ROUND!

At the moment it's unclear whether the tiny go-karting figures are scaled sprites (as in the original Super NES game) or full 3D polygon figures. We suspect the latter, as there are bits in the game where you can view the action from assorted track-side virtual cameras (accessed via those four ever-useful yellow joypad buttons) and watch as the racers zip by! Stay tuned to NMS and we'll keep you informed...



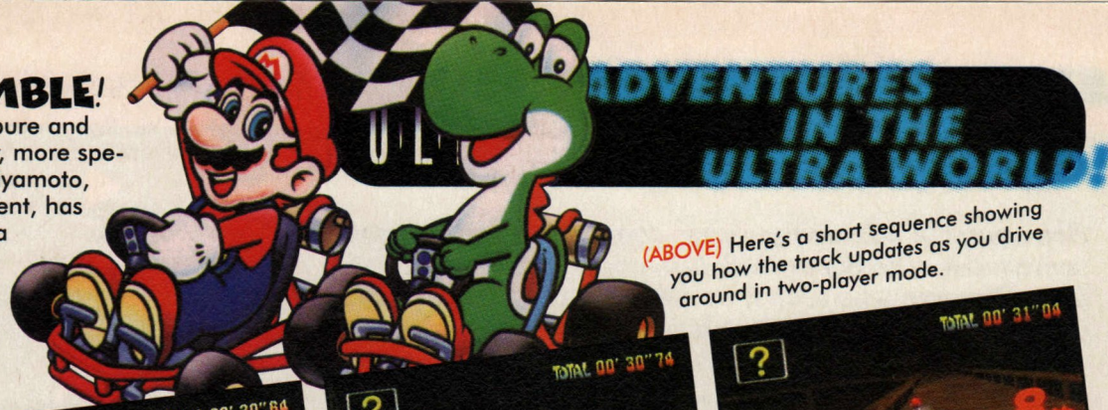


COURSE IT'S DIFFERENT!

Whereas the courses in Super Mario Kart were all flat and – well, let's be honest – a bit boring to look at, the courses in SMKR are much better. For a start they're truly three-dimensional, with walls and sign hoardings dotting the edge of the track advertising companies such as, er, Nintendo. Secondly, the tracks dip up and down, just like a 'real' go-karting track, making for some excellent – if slightly scary – fun as you hit a bluff at 40mph and go zooming through the air!

GET READY TO RUMBLE!

Although SMKR is mainly about racing, pure and simple, there are likely to be some other, more specialised gameplay modes. Mr Shigeru Miyamoto, who is overseeing the game's development, has already told the press that there will be a multi-player Ghost Mode, although he is still undecided as to whether to include a Battle Mode – apparently he believes that lots of people don't enjoy it! Mr Miyamoto, if you're reading this – please put in a Battle Mode, we love it!!!



(ABOVE) Here's a short sequence showing you how the track updates as you drive around in two-player mode.

O KART R

HERE'S A PICK-ME-UP!

You'll notice that one major part of the Mario Kart experience is missing from these screenshots – the weapon pick-ups. There are no signs of yellow blocks on the track surface and no weapons in each character's window. Quite why Nintendo are being quite so secretive about them is unclear – either they haven't been coded in yet, or their effects are so amazing that they don't want to spoil the surprise yet!

MARIO AND HIS PALS RETURN FOR MORE GO-KARTING FUN!!

MIND THE MUSHROOMS, MARLON – BUT GRAB THE STARS!!

TAKE ON A PAL (OR THREE) FOR MULTI-PLAYER MALARKEY!!

Dweeb

An Australian Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

PILOTWINGS

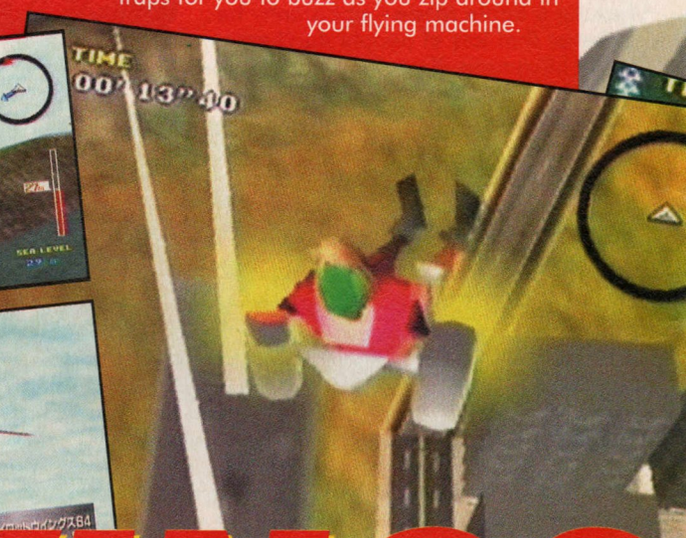
FLY THE FRIENDLY SKIES IN PARADIGM'S STUNNING SIM!!

CAN YOU HANDLE THE INTENSITY OF THE JETPACK RIDE?!

DIVE, CLIMB, LOOP-THE-LOOP – AND THEN (DOH!) CRASH!!

The original Pilotwings was one of the first games released for the Super NES, but even today there are still many gamers who rank it as one of their favourite Super NES titles. At the time Pilotwings provided a good indicator of the 16-bit machine's exceptional graphic power, and it looks likely that forthcoming NU64 release Pilotwings 64 will do the same for Nintendo's Next Generation console.

Wouldn't it be great to be able to fly? To be able to swoop and soar above the clouds, with total freedom to go where you want and to do what you want? Sadly, unless you can afford expensive flying lessons or happen to find a magic carpet in the dusty recesses of your attic, it's a dream that's likely to remain out of the reach of many of us. Thank goodness, then, for Pilotwings 64 from Paradigm Simulation, Inc., an airhead's dream of a game which lets you fly to your heart's content without ever leaving the cosy comfort of your living room. Come fly with me, come fly, come fly away...

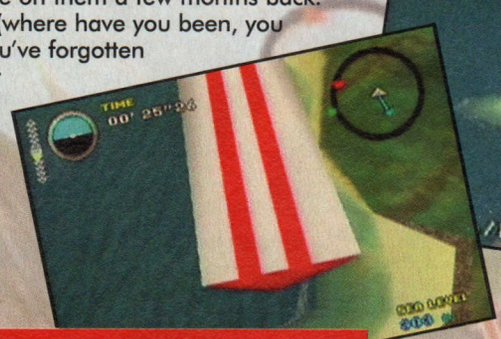


WELCOME TO THE STATES!

Apparently Pilotwings 64's gameplay is slightly different to that of its Super NES forefather. Whereas the original Pilotwings centred around performing stunts and tricks, success in Pilotwings 64 seems to centre more around sheer survival as you explore the wide blue yonder. The gameworld is based on the United States, with many recognisable tourist traps for you to buzz as you zip around in your flying machine.

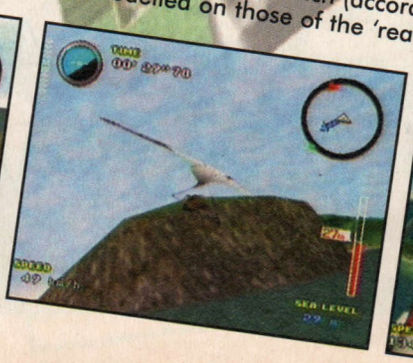
PARA-WHO?

Longtime readers of NMS will know who Paradigm Simulation, Inc. are, since we ran an in-depth feature on them a few months back. Still, in case you're new to the mag (where have you been, you fool?) or you missed that issue or you've forgotten what we said, let us remind you that Paradigm are best known for their advanced military computer simulators. Because of this Nintendo asked them to help develop Pilotwings 64, with the talented sim specialists in charge of the 3D aspects of the project and Mr Shigeru Miyamoto overseeing the gameplay elements.



PICK A PLANE, ANY PLANE!

Before taking to the air you have to choose which character you want to fly as – there are six in total, each of whom subtly affects how the game plays. On top of that there are three vehicles to pilot, namely a hang-glider, a gyrocopter (a bit like the one in the James Bond movie, You Only Live Twice) and a jet-pack. Again, each vehicle has its own flight characteristics, which (according to Paradigm) have been closely modelled on those of the 'real thing'.



VIEW TO A KILL!

Like all the NU64 games, Pilotwings 64 has a variety of views that you can switch between using the yellow joypad buttons. Some of these are first-person views, i.e. as if you were actually the person flying the jet-pack or whatever, and others are third-person views, i.e. as if you were in a plane following your character. One thing they've all got in common is that they all look stunning!

IT'S A BEAUTY!

Pilotwings 64 shows off one of the NU64's most impressive graphical features better than any other title, and that's that it doesn't suffer from clipping problems. In Saturn and Playstation games objects have a tendency to suddenly 'pop' into view as they get close. This doesn't happen on the NU64 – as you can see from the shots here, you have a view of the landscape stretching right into the far distance.

ULTRA ADVENTURES IN THE ULTRA WORLD!

(BELOW) This sequence gives you an idea of the detail in the 3D models!

PSSST - IT'S A SECRET!

The gameworld isn't huge but it's more than big enough and it's packed with dense detail, so there's plenty to see and explore as you fly around. Indeed, exploration is something Paradigm are keen to encourage – for example, fly around a mountain long enough and you might find a thermal that'll lift you over the mountain top and into a secret valley beyond!

HOSER

A Canadian Expression
For People Who Toss Gum On The Street.

GUM.....ENJOY IT. WRAP IT. BIN IT.

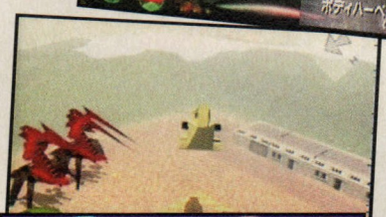
KIRBY BOWL 64

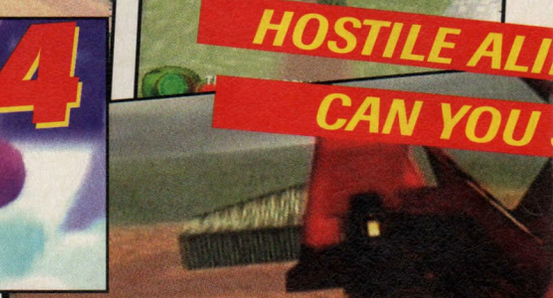
The cutest pink blob in the world debuts on NU64 in a crazy fantasy sports game, in which you guide 'the King' as he snowboards down bizarre Marble Madness-y landscapes and rock-'n'-rolls up against other Kirbys in weird, mutating bowl-like arenas.

Before the NU64 was unveiled there were rumours that Nintendo were going to abandon all its old favourite heroes – yes, even Mario! – and introduce a 'Next Generation' of characters for its Next Generation console. However, these rumours turned out to be totally incorrect – indeed, one of the most pleasing aspects of the NU64 games in development is that a lot of them feature classic Nintendo figureheads, like Mario, Zelda and, of course, Kirby. Apart from Super Mario 64, Kirby Bowl 64 from Hal Laboratory, Inc. was the only game at the Shoshinkai Show that was actually playable, despite being only 20% completed. Basically it seems to be a fantasy sports game, in which you control the rotund one as he competes in a variety of strange pseudo-sports. Only two of these 'sports' were playable in the demo – a downhill slalom-style event, and an arena combat event.

DIDN'T THEY DO LEMMINGS?

Yes, DMA Design did. And the excellent Uniracers. Hard to believe, isn't it? After all, you couldn't get much further removed from saving cute green-haired rodents or racing around on ridiculous unicycles than Body Harvest's grisly tale of alien abduction. But then, the Dundee-based wonder coders are known for their imaginative and radical approach to game design.





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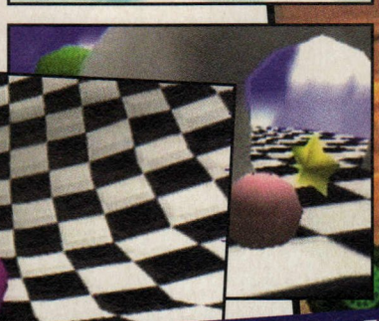
CAN YOU



GOING DOWN!

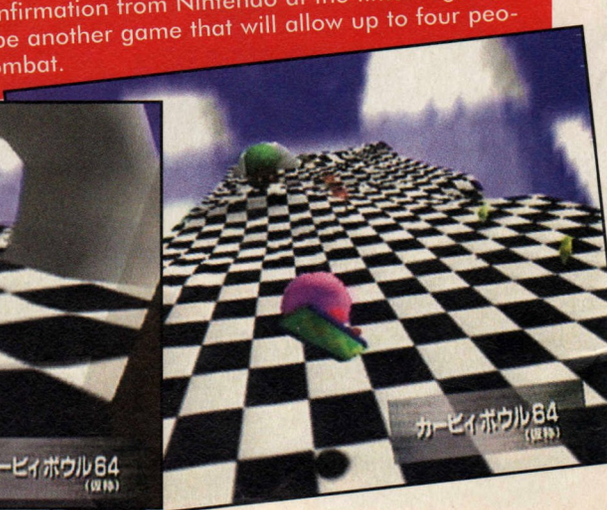
Although it looks a bit like Kirby's Dream Course on the Super NES, this part of Kirby Bowl 64 has nothing to do with golf. Instead you guide the Kirby-meister as he glides down a steep downhill slalom course on a snowboard, slipping and sliding through hoop-like gates. This section of Kirby Bowl 64 really illustrates how the 3D Stick will change the way we play games – because of the full 360° precision movement, you have incredibly subtle control over Kirby's actions, which allows you to pull off some excellent moves.

SEE THE KIRBSTER SNOWBOARD DOWN MAD SLOPES!!

BATTLE AGAINST MULTI-COLOURED KIRBYS IN A BIG BOWL!!

BOWL ME OVER AND DO IT AGAIN!

The arena battles are very strange. Basically you guide Kirby as he rolls around an undulating bowl-shaped combat pit that changes shape as the game progresses. The aim here is to smash into the other multi-coloured Kirbys rolling around the arena and knock them out of the arena without falling over the edge and into space yourself. As in the snowboarding event the 3D Stick comes into its own here, allowing the player to minutely alter Kirby's speed and momentum as he barges around. Although there was no confirmation from Nintendo at the time of going to press, it seems likely that this will be another game that will allow up to four people to take part in simultaneous combat.



STUNT EFFECTS!

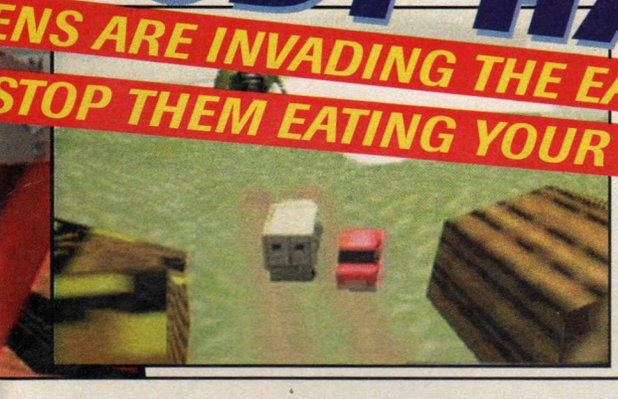
The slalom course is plagued by sudden sheer drops which send Kirby soaring into the air, whereupon you can make the heroic pink ball perform some amazing stunts with just a twitch on the controller. It's unclear at the moment whether this has an effect on the gameplay or whether it's just a way for top-notch players to show off to their mates – we'll tell you more as we know it.

LET ME DRIVE!

Body Harvest sees you battling the xenomorph threat on foot, on land, at sea and in the air thanks to the multitude of assault vehicles available. Indeed, there are, apparently, some 80 weapons of war for the player to experiment with in total, ranging from jeeps and tanks, through hovercraft and landing craft, to helicopters and planes. As you'd expect, each has its own handling characteristic and attack/defence statistics, all of which could affect the gameplay and the possible outcome of the battle.

BODY HARVEST

ENS ARE INVADING THE EARTH (YES, AGAIN)!!
STOP THEM EATING YOUR DEAR RELATIVES?!



ULTRA ADVENTURES IN THE ULTRA WORLD!

Body Harvest's plot wins no prizes for originality. Yes, you guessed it, it's the old one about insect-like aliens invading our lovely planet and trying to eat all the humans, with you playing part of the beleaguered and under-equipped defence force trying to stop them. But hey, who needs originality when the game looks THIS good?

It would seem that amongst alien gourmets, human meat rates highly as a pretty tasty delicacy. Indeed, whenever an alien feels a bit peckish it always seems to make a beeline straight for Earth and then starts chowing down on the first innocent human it comes across. Luckily, us homo sapiens know how to look after ourselves, and so countless times in the past we've sent the bug-eyed monsters back to where they came from, empty of stomach and black of eye. But this time we may not be so lucky. In fact, Body Harvest from DMA Design follows mankind's efforts to repel the nasty aliens' most vicious and cunningly-planned attempt yet to turn us all into space burgers with extra relish and no gherkin.

LOOKS FAMILIAR...

Before we saw the light and bought a Super NES, some of us used to own Amigas. And on the Amiga they're used to be a rather excellent game called Hunter, which was published by Activision. Now the reason we bring this up is because Hunter looked a lot like Body Harvest (although much more primitive) and also featured lots of vehicles you could hop in and out of. Are the two games related? Perhaps they were designed by the same person? Who knows? Certainly DMA aren't telling. But if there is a link, we'll let you know about it in a future issue...

Doik

An American Expression
For People Who Toss Gum On The Street.

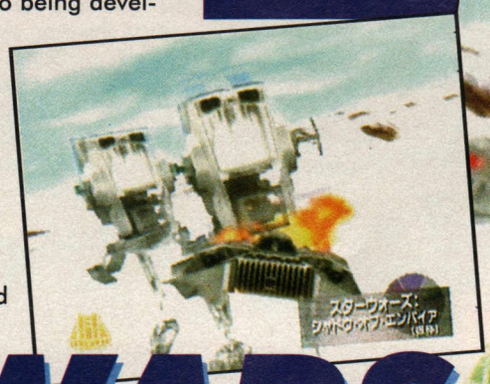
GUM.....ENJOY IT. WRAP IT. BIN IT.

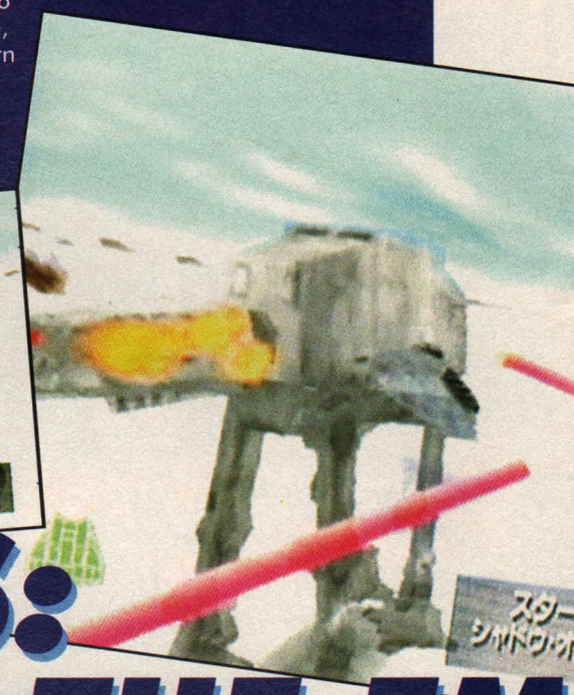
Calling all Star Wars fans! Have you ever dreamed of battling Stormtroopers face to face? Of navigating an X-Wing fighter down the Death Star trench? Of battling AT-AT Walkers over the surface of the ice planet Hoth? If you have, the time for dreaming is nearly over – Shadows Of The Empire is coming...

For ardent Star Wars fans, the most exciting NU64 project in development has to be Shadows Of The Empire. Not only is it set a long time ago in that famous galaxy far, far away, it's also being developed in-house by the unbelievably talented LucasArts – the software spin-off from the company which created the movies, Lucasfilm! Shadows Of The Empire is an all-new Star Wars adventure set some time between the events in The Empire Strikes Back and Return Of The Jedi, and it centres around the less-than-savoury ties between the Empire and the criminal underworld. During the game you can expect to bump into lots of familiar faces, including some you'd probably rather not meet, such as the bounty hunter Boba Fett, ganglord Jabba the Hutt, Darth Vader and even the Emperor!

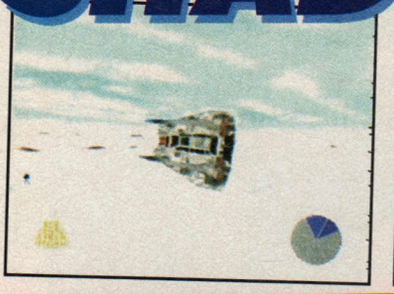
LOOK AT THOSE FLAPS!

The most fully-completed part of the game is the amazing battle over the ice planet Hoth, in which the player pilots a Snowspeeder in a battle against Imperial AT-ATs and Scout Walkers. As you can see from these screenshots it looks fantastic, with the realistically-animated, fully-textured vehicles recreating the look and feel of the classic movies to perfection. What impresses most is the stunning attention to detail – for example, as the 'Speeders turn in the air, you can see their airbrake flaps moving up and down!



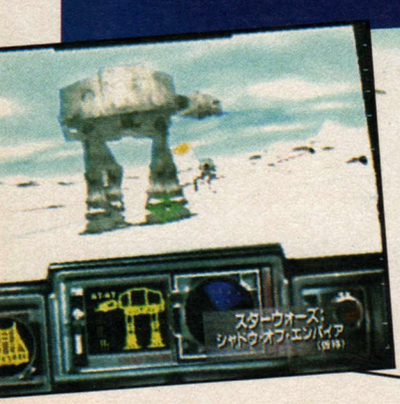


STAR WARS: SHADOWS OF THE EM



JOIN LUKE AND THE GANG FOR GALACTIC JAPES AHOY!!

FEEL THE FULL 64-BIT POWER OF THE FORCE!!



YOU'VE BOUGHT THE GAME...

...Now buy the book, the comics and the trading cards! Yes, Shadows Of The Empire is a true multimedia experience – come April, it'll be almost impossible to avoid buying some sort of SOTE merchandise! At least it sounds like it'll all be good quality stuff. The book, for example, is being written by Steve Perry, whose other works include Spindoc, The Forever Drug and a host of Aliens novels, and will be published by Bantam. The six-part comic series from Dark Horse Comics is being written by John Wagner, the man who co-created Judge Dredd with Carlos Ezquerra, and will be drawn by Kilian Plunkett, who previously drew Aliens: Labyrinth. Finally there are the Topps trading cards, which will feature brand new art drawn specially for the series by the legendary Hildebrandt Brothers. Best start saving your pennies now, eh?

STAR FOX 64

If any of the new games is likely to show us how 64-bits will transform our gaming pleasure, then Star Fox 64 is sure to be it. The original Star Fox was the first Super NES title to use 3D polygons to render its graphics, and now it's been revamped and dressed up for an outing on the NU64.

StarWing – or Star Fox as it was originally known in Japan and America – went down in Nintendo history as the first game to use the revolutionary Super FX graphics chip, a special bit of silicon hardware that gave the Super NES the ability to shift 3D polygons around the screen. Of course, the NU64 needs next to no help in this department, and Star Fox 64 boasts graphical effects that the Super NES can only dream of. But graphics aren't everything, and so it's good to report that it looks like Star Fox 64 will be just as fast, frantic and fantastically playable as its 16-bit forebearer.

Fox McCloud returns to face his biggest ever challenge!!

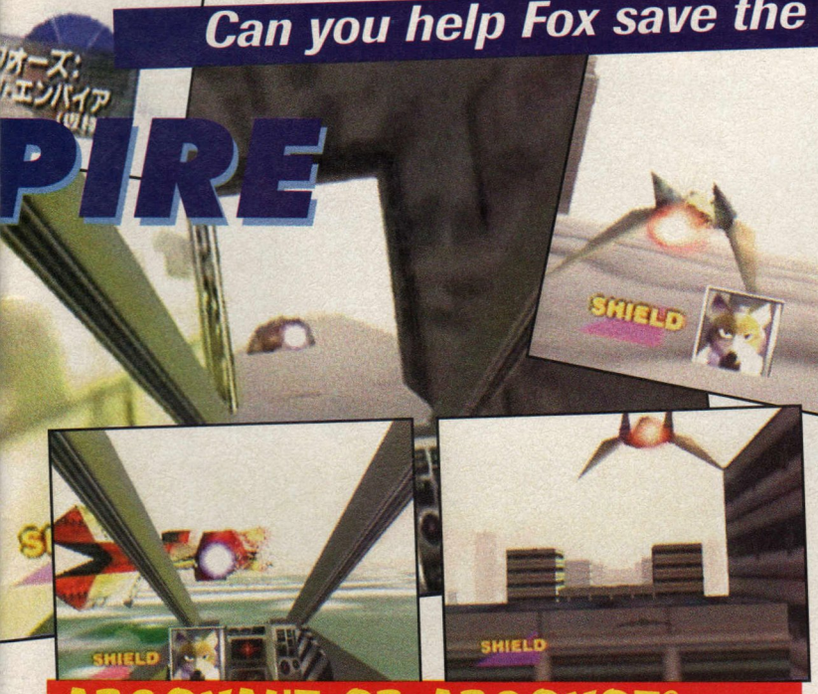
Can you help Fox save the universe from certain doom?!

WHAT'S YOUR GAME?

On the basis of what we've seen so far, gameplay-wise Star Fox 64 appears to run along the same lines as the original Super NES game. In other words you control Fox McCloud's Arwing as it ducks and dives through space, zapping enemy fighters, dodging asteroids, skimming across the surfaces of exotic alien worlds and swooping below gantries. However, knowing Nintendo there are bound to be a few surprises along the way...

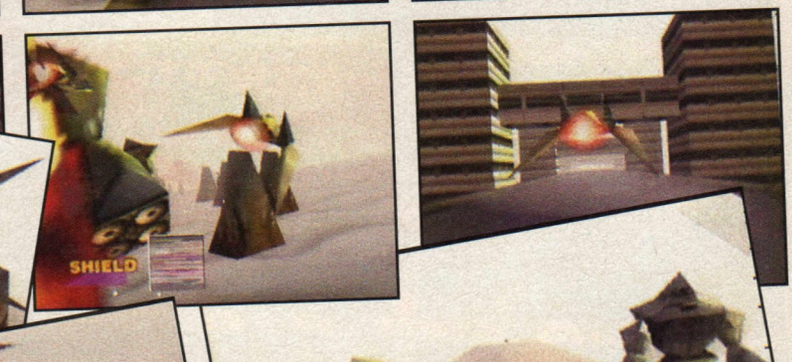
STICK WITH IT!

Like nearly all of the NU64 games that have been unveiled so far, Star Fox 64 is controlled using the innovative 3D Stick. This allows much finer, preciser control of your Arwing's movement than the old Super NES D-pad ever could, something you'll be massively grateful for on some of Star Fox 64's later levels where fast reactions and pinpoint accuracy are needed to get through each level in one piece.



ARGONAUT OR ARGONOT?

The original Star Fox was created by British developers Argonaut in conjunction with Nintendo. Surprisingly, however, Nintendo has decided to produce Fox McCloud's latest adventure on its own without Argonaut's assistance. However, we're pleased to reveal that Argonaut have plans for NU64 projects in the pipeline which are likely to blow your socks off! Stay tuned for more info as and when we get it...



WAVE RACE 64

RACE SHAPE-SHIFTING SPEEDBOATS AROUND VENICE!! COULD THIS BE THE NU64'S EQUIVALENT OF F-ZERO?!

Get ready for the wettest and wildest ride of your life in this incredible space-age speedboat racer! And if you're in any doubt as to the fact that it'll be the best racing game on any console, don't be – 'cos we can reveal that the person in charge of its development is none other than the most brilliant video games creator in history!

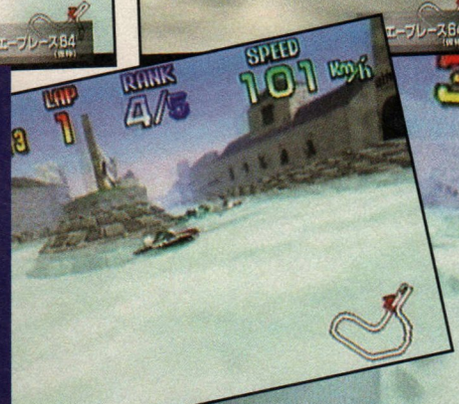
Wave Race 64 is being programmed by EAD, the in-house development team at Nintendo Co. Ltd in Japan which is lead by the legendary Mr Shigeru Miyamoto. He, of course, is the man who gave birth to Mario (in a purely metaphorical sense, of course), so the project is almost guaranteed to be a classic. As with most of the games shown here, hard and fast info is pretty thin on the ground, but we're promised hyper-fast racing action on watery raceways from around the world. It'll also be multiplayer, presumably thanks to some sort of Mario Kart-style split-screen effect.

JUMP IT UP!

Though the main aim of the game is to come first in every race, there's extra fun to be had by performing stunts such as zooming off a ramp and high into the air. Whether doing this helps you win in any way is not known, but one thing's for sure – it looks blummin' amazing!

MIGHTY MORPHIN'!

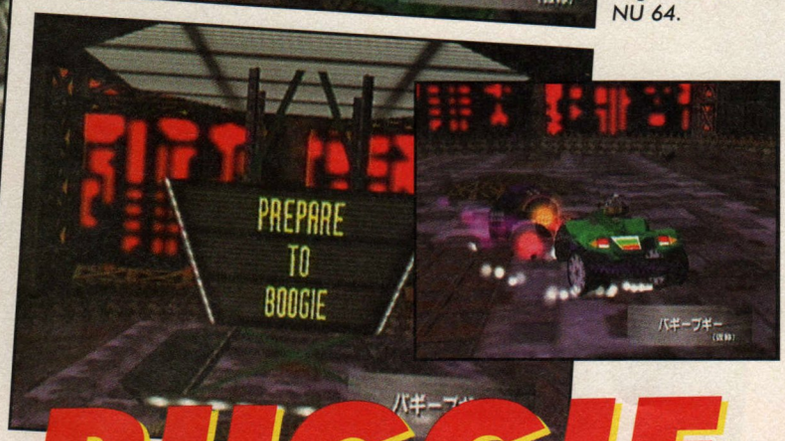
As the speedboats race around the water-logged tracks they constantly change shape. No-one's quite sure why they do this at the moment – Nintendo, as always, remains tight-lipped on the subject – but it's believed that they do this because it alters the boat's handling; when they're small and streamlined they're great at speeding down the straights, but when they're wider they're better at taking tight corners. Whether these rumours are true or not... well, we'll have to wait and see, won't we?



WATER PICTURE!

Wave Race 64 is a brilliant showcase for some of the NU64's more advanced graphical trickery, such as the way the water laps at the edges of the tracks, and the way you can actually look through the water and see things below, distorted and discoloured. Also, note the realistic-looking trails left in the speedboat's wake – it's almost as if it were a photograph, isn't it?

(ABOVE) Get ready for endless Boogie Nights on the NU 64.



BattleZone was one of the first 3D combat games. With its primitive 3D models and flickering green vectors it looks very primitive today, especially when compared to Buggie Boogie, which could be considered BattleZone's great-great-great-grandson. Hey – get ready to boogie!

Another surprise title, Buggie Boogie is a fantasy tank battle-style game set in the near future. Such games have been a video gaming staple since the dawn of time – anyone out there remember the ancient Combat cart bundled with the Atari VCS? – but Buggie Boogie, created by the joint talents of Nintendo and Angel Studios, promises to take the concept to its ultimate evolutionary stage. Of course, Angel Studios will need no introduction to any movie buffs out there – as they'll know, t'Angels were the people who created the computerised special effects sequences for The Lawnmower Man. This means one thing's for sure, then – Buggie Boogie will look pretty special. And with Mr Shigeru Miyamoto himself lending a hand on the game design front, it should play even better than it looks.

BUGGIE BOOGIE

BUILD THE BIGGEST, BADDEST BUGGIE AROUND!!

DO BATTLE IN STRANGE FUTURISTIC ARENAS!!

SEEN AN ARENA?

Each Buggie Boogie battle takes place in a vast multi-level arena, strewn with cover-providing walls, ramps and even lifts. To be honest, it looks a little bit like Assault Rigs on the Sony Playstation – only much, much better, of course. The graphics, for a start, are much crisper and far more detailed, while some of the explosion special effects are plain mind-blowing!

IT'S MY CUSTOM!

You start the game with just a simple buggie, which is effectively the Buggie Boogie equivalent of a Robin Reliant. However, during the course of the game you get the chance to customise it to your heart's content, bolting on all manner of weapons and gadgets to the basic chassis. You want a buggie that looks like some sort of weird metallic scorpion? You got it!

ADVENTURES IN THE ULTRA WORLD! ULTRA

There are few software houses with a reputation to match that of Rare – everything they touch seems to turn to gold. So interest in the products they were showing at the recent Shoshinkai Show was high, to say the very least. Two Rare games were displayed – Goldeneye and Blastdozer – and, needless to say, both looked incredible. But the best news is that they are developing at least two more NU64 products too. More news on those when it breaks, but in the meantime let's take a closer look at the two on show...

If there's one other area in which Rare excel (other than their ability to produce great software, of course) it's the ability to be incredibly secretive about their development. Remember how Donkey Kong Country arrived as if from nowhere? It's exactly the same story with Blastdozer – it's a total bolt out of the blue. It's a pretty unique concept for a game too, not so much a shoot-'em-up as a knock-'em-down, with one player taking control of some very heavy duty demolition machines

BLASTDOZER

CRUSH TALL BUILDINGS BENEATH YOUR TITANIC TRACKS!!
GASP IN AWE AT THE MOST AMAZING EXPLOSIONS EVER!!

IT'S A BLAST!

Like every other NU64 game on show, Blastdozer utilises the machine's 3D capabilities to awesome effect. The texture-mapped landscapes the dozers travel across are viewed from a third-person perspective and the angle from which the action is viewed moves around, giving players a constantly shifting view of the catastrophic events. But what is most impressive about the game is the spectacular use of Alias' Particle System. Using this method Rare have been able to create some of the most realistic-looking explosions yet seen. Add to that the incredible in-game sonics and you've a devastating game, quite literally.

APPETITE FOR DESTRUCTION!

Many people are fascinated with the power and versatility of construction/destruction vehicles used in the demolition business. Well, that's the excuse being proffered by Rare for what amounts to a lot of mass destruction. Naturally they've tagged a storyline to the proceedings too, just to give it all a bit more of a purpose. Apparently a truck carrying a nuclear reactor has malfunctioned and is running out of control, threatening to detonate with extreme consequences should it collide with any buildings. So the task in hand is to clear a path through the towns and cities on the truck's route in a desperate attempt to prevent nuclear disaster. Actually, given the amazing explosions in the game, that might be quite a laff!

MISSIONS IMPOSSIBLE?

In order to maintain a high level of excitement and add depth to the gameplay, Goldeneye is broken up into a variety of different missions. Covert missions, for example, require the player to sneak around taking out the various baddies with a silenced pistol. Silence is the key here, as the enemy reacts to the amount of noise Bond makes in a most unfriendly manner. Other mission types currently being talked about include Sabotage, where Bond has to locate and destroy key enemy installations, Rescue which is pretty self-explanatory and Clandestine which is a bit of a puzzler given that clandestine seems to mean the same thing as covert in the dictionary. Hmmm.

ULTRA ADVENTURES IN THE ULTRA WORLD!

It seems that no self-respecting next generation console is complete unless it has some sort of first-person blaster. The Playstation has Doom, while the Saturn brandishes the almost arcade-perfect Virtua Cop. Not to be outdone the NU64 will soon boast two of the chuffers – Ultra Doom and Rare's Bond license, Goldeneye 007.

Doom wasn't on show at the Shoshinkai Show, but Goldeneye was larging it big style, making all other similar shooters look very poor in comparison. A single-player affair, Goldeneye takes place in a series of three-dimensional environments culled from the film, following key elements of the plot as it goes and making a few bits up too ust for good measure.

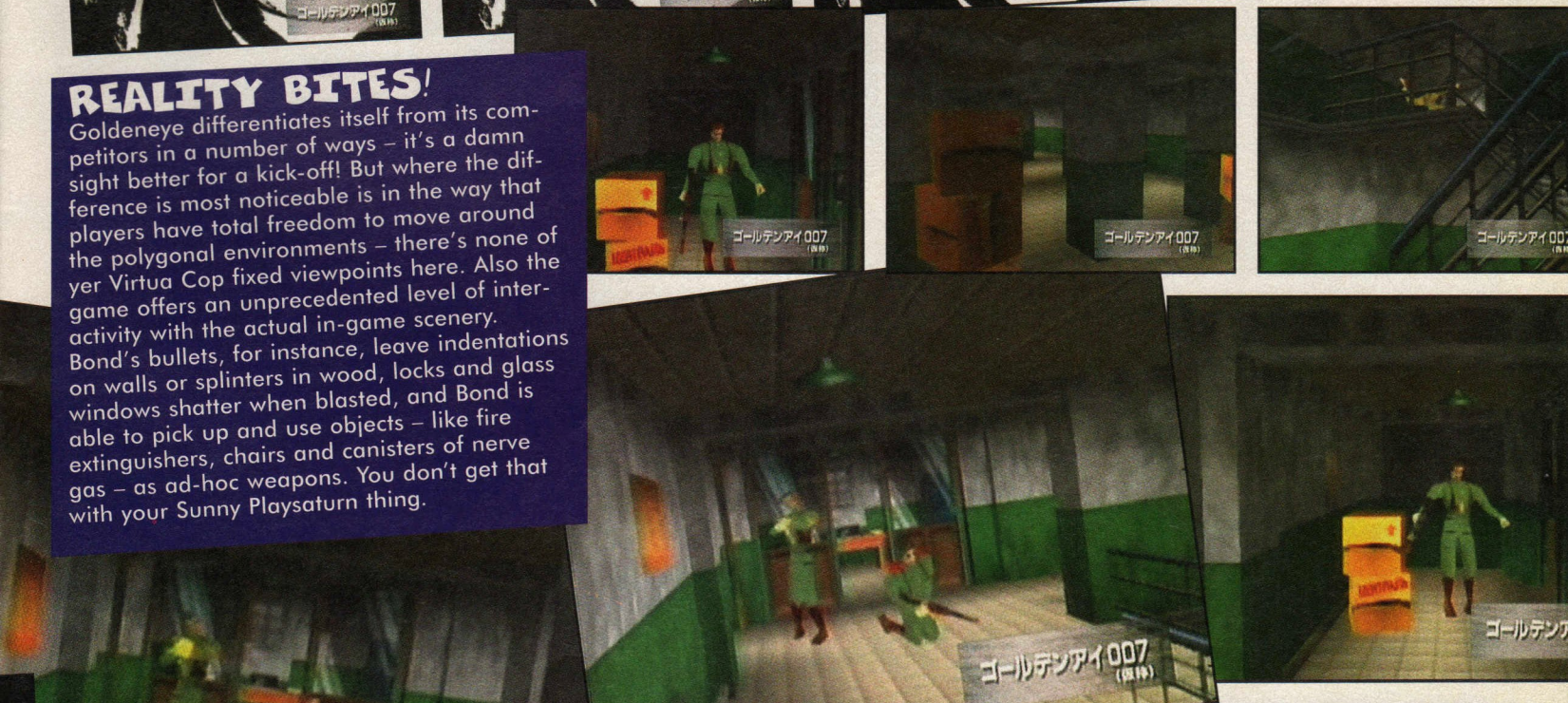
GOLDENEYE 007

THE WORLD'S MOST FAMOUS SECRET AGENT IS BACK!!

BOND'S LICENCE TO KILL BECOMES A LICENCE TO THRILL!!

REALITY BITES!

Goldeneye differentiates itself from its competitors in a number of ways – it's a damn sight better for a kick-off! But where the difference is most noticeable is in the way that players have total freedom to move around the polygonal environments – there's none of yer Virtua Cop fixed viewpoints here. Also the game offers an unprecedented level of interactivity with the actual in-game scenery. Bond's bullets, for instance, leave indentations on walls or splinters in wood, locks and glass windows shatter when blasted, and Bond is able to pick up and use objects – like fire extinguishers, chairs and canisters of nerve gas – as ad-hoc weapons. You don't get that with your Sunny Playsaturn thing.



CONTROL FREAK!

Goldeneye, it seems, is set to make comprehensive use of the NU64's revolutionary controller. The gun is aimed via the joystick and fired using the trigger beneath. Movement is either semi-automatic or player-controlled, following the gun direction as in Doom. The game also offers a choice of viewpoints, these too being chosen using the key-pad buttons or automatically.

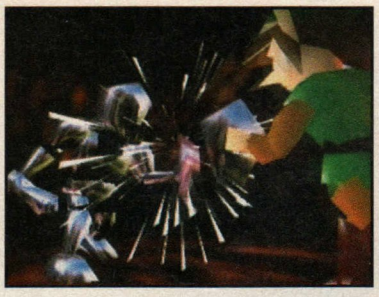
ADVENTURES IN THE ULTRA WORLD! ULTRA

The best RPG series in the world continues on the NU64 – and it stars the heroic Link like you've never seen him before! Still, don't get too excited 'cos it won't be available for quite some time yet...

The Legend Of Zelda games have been an enormous success on almost every Nintendo system, from the 8-bit NES through to the Game Boy and the 16-bit Super NES. It's no surprise, then, to see it in development for the all-singing, all-dancing NU64. However, what is surprising is how good it's looking. Although all that's been seen so far is a brief 3D fight animation between Link and a shiny-armoured knight, it's a good indicator of how different games will be on the NU64 compared to the Super NES. The bad news is that the game won't see the light of day until December of next year at the earliest, as it's going to be one of the first games released for the 'bulky drive'. Still, all good things to those who wait...

THE LEGEND OF ZELDA 64

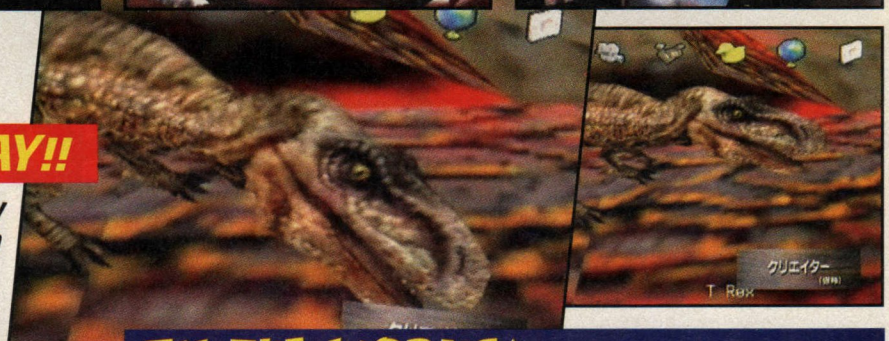
SEE LINK BROUGHT TO 64-BIT LIFE!!



CREATOR

TAKE A T-REX HOME TODAY!!

When is a game not a game? When it's Creator by Software Creations. Don't know what we're on about? Then read on, fair reader, read on...



From a "Blummin' heck, look at THAT!" point of view, one of the most effective demos on show at Shoshinkai was that of Creator by Software Creations. Featuring an animated T-Rex lumbering about a lava-covered primeval landscape, it had the crowds "Oohing!" and "Aaahing!" like a bunch of tiny tots at a November 5th fireworks display. Like all the NU64 developers, Software Creations aren't giving much away, although they did imply that Creator isn't a game at all and that the demo only hinted at the awe-inspiring power of the program. In fact, seeing as there's a menu bar at the top of the screen, it would seem that this is a sort of NU64 version of MarioPaint, in which you can create objects and animate them in a 3D world. However, whether our guess is right or not, well, we'll just have to wait and see...

BIG 'N' BULKY!

The 'bulky drive' is a sort of CD-ROM-style add-on for the NU64 which will offer games developers vast amounts of space to store gameplay data. Currently the bulky drive's specs are that it will have an access time of 13ms and a 2.44Mb/second data transfer rate (which is roughly eight times faster than a double-speed CD-ROM). The disks will hold over 150Mbs of data, and you'll be able to write information onto them as opposed to CD-ROMs, which only allow you to read information from them. The bulky drive will also come with 2-4Mbs of extra RAM and cost around $200.

IN THE WORKS!

In all, there are some thirty-plus games currently in development for the NU64. Here's the full list of the rest of the titles not covered in this feature – look out for full previews of them in NMS in the very near future!

Ace Driver	(Namco)
Alien Trilogy	(Acclaim)
Cruis'n USA	(Nintendo/Williams Entertainment)
Dragon Quest VII	(Enix)
FIFA Soccer '97	(Electronic Arts)
Final Fantasy VII	(Squaresoft)
Frank Thomas Big Hurt Baseball	(Acclaim)
Ken Griffey Jr Baseball	(Nintendo/Angel Studios)
Killer Instinct 2	(Nintendo/Rare)
Mission: Impossible	(Ocean)
Monster Dunk	(Mindscape)
Mortal Kombat 3	(Williams Entertainment)
Prey	(Apogee/3D Realms)
Quake	(id Software)
Red Baron	(Sierra Online)
Robotech Academy	(Gametek)
Soulstorm	(Virtual Hollywood)
Stacker	(Virgin Interactive)
Top Gun	(Spectrum Holobyte)
Turok: Dinosaur Hunter	(Acclaim)
Ultra Doom	(Williams Entertainment)

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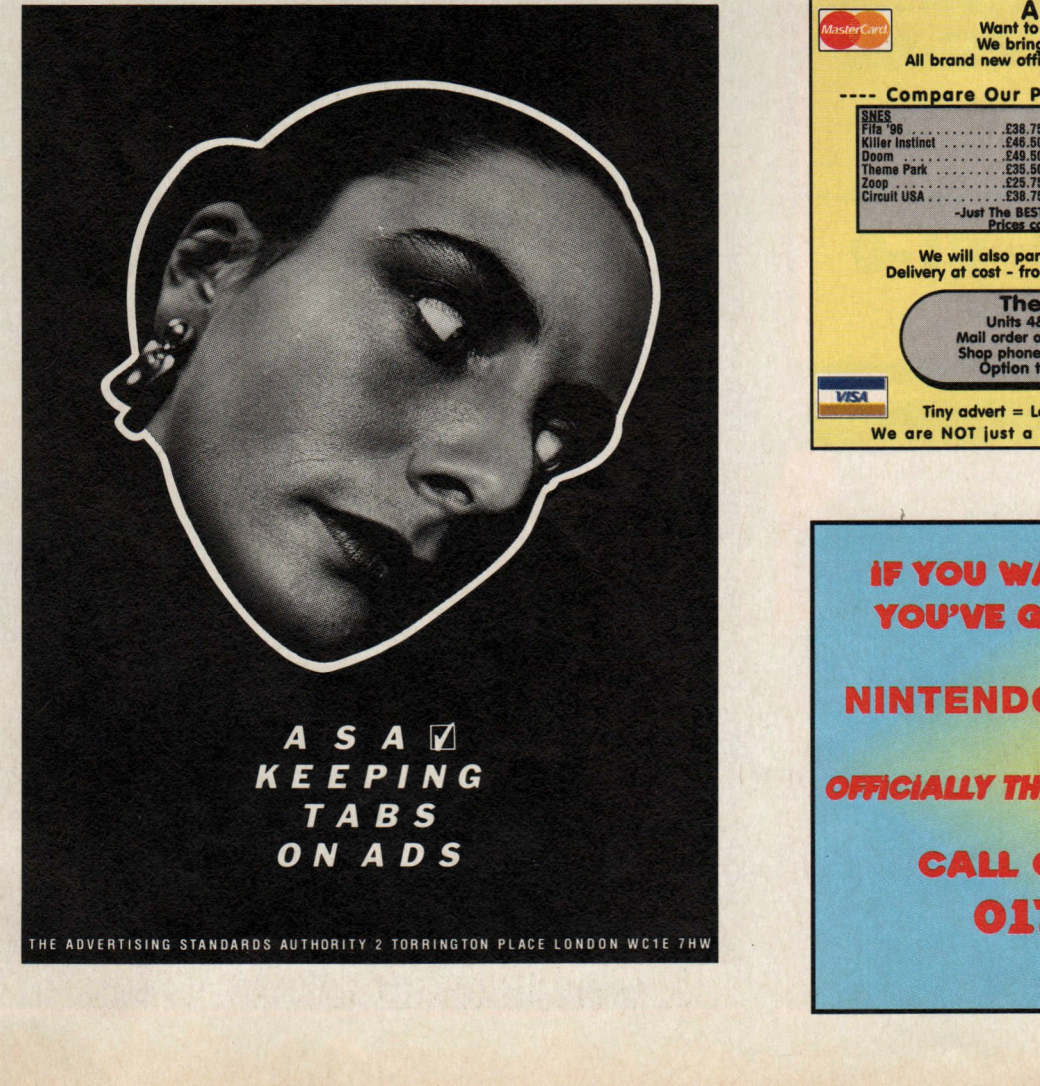

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Nintendo

PEOPLE SYSTEM

No sooner had I recovered from the jet lag following my trip to Japan last month than I came down with a stinker of a cold. And I don't suffer illnesses well, so I've spent most of this issue grumpily prowling around the office like a bear with a sore throat, snapping at the lads every time they made even the slightest noise. Apparently the boys say they didn't notice any difference, but then they would, wouldn't they? Anyway, enough of my medical problems and onto this month's corking issue of NMS. You'll have seen the rather excellent render of Orchid on the front cover, proclaiming that we have laid our hands on the most sought after exclusive of all time – a preview of the stunning Killer Instinct 2 from Rare! There's also a massive 18-page NU64 showcase feature, giving you further info on all those hot new NU64 games, and the start of in-depth playguides to Yoshi's Island and DCK2. And if that doesn't keep you happy until next month, I don't know what will!

DAVE

EDITOR: Dave "Have you seen my ring?" Upchurch
ART EDITOR: Peter "What valentine?" Barrell
DEPUTY EDITOR: Simon "On the wagon" Clays
DESIGNER: Chris "Fat chance of a card" Hobbs
REVIEWS EDITOR: Shaun "Actually the Oasis album is rather good" White
OVERSEAS CORRESPONDENT: Warren Harrod

SPECIAL THANKS TO: Simon Farmer and the guys 'n' girls at Rare for all the Killer Instinct II stuff. Thanks to the geezer at BMG for all the CDs – Elvis At Christmas is a winner. Burt Bacharach for writing top ditties, Smith & Mighty (groovy daddy-o!), Simon Smith-Wright for having tons of product and Pete's mate Grant Westbrook for bringing an extra super NES in even though he was throwing a sicky.

MANAGING EDITOR:Andy "Kneel before him" McVittie ● AD MANAGER: Lisa "How do you fancy some more editorial?" Hawkes ● PRODUCT MANAGER: Tina "I'd better get some flowers" Hicks ● EXECUTIVE PUBLISHING DIRECTOR: Graham "Netmeister" Taylor ● CONTRIBUTORS: Ming "The mighty" Dawson ● EDITORIAL LANDSPEEDER: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. TELEPHONE: (0171) 972 6700. FAX: (0171) 972 6703.

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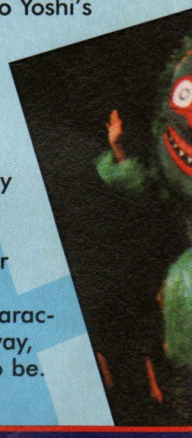
FANCY DRESS!

We all know that when the Japanese decide to get 'into' something they really do get into it. Just recently we received shots of what can only be described as a fancy-dress party. Well, kind of because it looked like the basic idea of the occasion was to dress up as your favourite game or Manga character, with the winner being the one who most resembles his or her said character. Sounds like it must have been a mad night. Anyway, see if you can tell who any of this lot are supposed to be. We told you they weren't shy!



NINTENDO PEOPLE SYSTEM

As John-Paul Young once crooned: "Love is in the air" – and you know, he was right. Yep, at this time of year a young person's mind turns to affairs of the heart as the dreaded day of romance gets closer to your front door. So, to get you in the wooing mood, we thought we'd tell you who we'd like enjoy a valentine with.

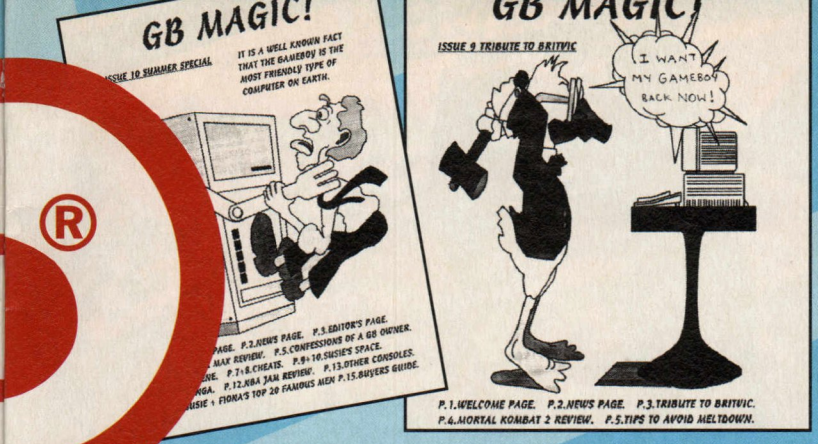
DAVE "LOVE-MUSCLE" UPCHURCH

Dave's just come back from Shoskinkai and he's still totally smitten with Mario on the Ultra. "Ooh, he's all rendered and he's really well animated and it looks dead good and..." So, he had to confess that he'd like to spend a candle-light evening with the little 64-bit plumber before settling down in front of a 29" TV and widdling his little analogue joystick into a frenzy while Mario bounds around his new 3D environment, performing all those jazzy new effects that the NU64 can do without even breaking into a sweat.

CUPID'S GAMES: Mario 64, Paneru Gopon, Yoshi's Island, Civilization, Diddy's Kong Quest.

SIMON "COME FLY WITH ME" CLAYS

Simon reckons he'd have to plump for Honor Blackman when she appeared as Pussy Galore in the Bond movie,



IT'S MAGIC OUR MORRIS!

The explosion of fanzines continues to ripple through the foundations of the NMS offices. Posty had a right old game getting up four flights of stairs to deliver this lonely fanzine to us. To be fair, when GB MAGIC turned up it wasn't too lonesome as it had been kept company by a Summer Special issue. GB MAGIC is produced courtesy of the omni-talented Fiona Hopkins and her mate Susie Main, who both freeze their bits off in Haddington, East Lothian. In her letter, Fiona says that GB MAGIC has been going since November 1993, started as a two-girl, small bedroom outfit and has expanded to a six-person small bedroom operation. There are all kinds of hints, tips and reviews concerning Nintendo's cuddly handheld, plus a load of general and gossipy stuff. For the bargain basement price of 60p you can get the latest copy posted to your door. For more info write to Fiona Hopkins at: GAME BOY MAGIC! 27, Burnside, Haddington, East Lothian, Scotland EH41 4ER. And Fiona – if you're reading this, thanks and keep 'em coming.

RATINGS GUIDE

90–100

ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
You wake up to hear the postman struggling down your drive with a massive sack of brightly-coloured envelopes. Scratching your chiselled jaw, you glance down at your calender. Ah yes, it's Valentine's Day. Sauntering downstairs in your house-coat you find your doorway blocked up with cards. Kneeling down you pick up a few at random. Perfume fills your nostrils as Naomi's card confesses her love, Eva's passion is dying to be released and Cindy... well, It's going to be be a busy day!

80–89

Hey, ten cards and they're from some really corking girlies! Dowse yourself in some Les Homme De Macho, slip into your designer pants and strut your cool-assed self down to the first address. Bonjourno ma cherie!

70–79

Alright, so you're not the most popular bloke on the planet, but it's not everyone who gets six cards. That's pretty good, especially as two you know are dead pretty, three are mysteries and one's a dead cert. Go make hay, boy.

60–69

Okay, you only got the one card and you know damn well it's from your girlfriend. But that's okay, she's a fox.

50–59

The floor is hardly littered with scented envelopes, but what's that you spy wedged in the letterbox? Hurrah, it's a card! You hurredly rip it open and discover that you're next dentist appointement is due. Bah!

40–49

Scrambling around the floor in the vain hope that you'll find any form of written correspondence, you sink to the floor and pray that there'll be something in the second post. By mid-morning you're pacing up and down the front path before your friendly local posty arrives and gives you... the 'V' sign and a mouthful of abuse.

30–39

GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS.
No cards, no calls – not even a letter from your mum, who normally feels sorry for you and sends something so you don't feel the lonely jerk you are.

20–29

You've been dreading it all day – the moment your mates turn up at the door to boast about how many cards they've had. But this year you'll have 'em by sneakily buying five and forging them. Unfortunately, when you're in the newsagent your mates spot you buying them. They tell all the girls in your town and ridicule you for eternity. It becomes legend and you never get a girlfriend!

0–19

You'd forgotten what a dark, cold month February is until today. It seems you're the least desirable male on planet Earth. Even your dog thinks you're ugly. When you go to kiss him, he turns around and points his bum at you. Sitting in the bath you reach for the mains switch to the heater that bobs up and down by your side in the tepid water.

Goldfinger. He claims that she's a sixties goddess who should be revered for her blend of vivacious beauty and pure class. Well, very nineties Mr. Clays! But if she's so classy then there's absolutely no way she's going to entertain the idea of a date with a tramp like you. Anyway, this goddess of the sixties must be old enough to be your mother by now.
GAMES YOU COULD LOVE: Doom, ISS Deluxe, Paneru Gopon, Killer Instinct II.

PETE "PULP FRICTION" BARRELL

Pete took no time in naming who he wants to pick him up for his date d'amour. He reckons that Uma Thurman would pick him up at 7.30 in the evening, then they'd go to the same restaurant as they do in Pulp Fiction and get served by Buddy Holly before twisting the night away.

Unfortunately, John Travolta turns up and Pete gets blown-out and left to pay the bill, before Samuel L. Jackson arrives and blows him into small pieces for trying it on with his boss's wife. Tut-tut, you naughty, er, dead, Mister Peter.

GAMES YOU COULD DIE FOR: Killer Instinct, Paneru Gopon, ISS Deluxe, Doom.

SHAUN "NINETIES MAN" WHITE

Shaun reckons that it's Alicia Silverstone that really floats his boat. We can't really be too descriptive about what Shaun would like to do on his Valentine's date with the sexy Alicia. Let's just say that it didn't involve much conversation and they don't go out much in Shaun's ideal date. Shaun's excuse for such fervently motivated bluntness was to state that his desires started from when he used to pour over her while she flitted around, wearing scarcely nothing, in old Aerosmith videos.
GAMES TO FALL IN LOVE WITH: NFL Quarterback Club '96, Paneru Gopon, Diddy's Kong Quest.

CHRIS "PUTTING ON HIS TOP HAT" HOBBS

Chris sees himself as a bit of a debonair gent around town, which shows you exactly how much he knows. Anyway, he'd like to sit in the arms of the sumptuous Liz Hurley. He says he'd wine and dine her at a top London eatery, before going back to his bachelor pad for a nightcap. It's such a shame that it's a Horlicks nightcap which has been lovingly made by his mummy. And Chris' mum makes sure that his reputation is kept intact by showing the persistent Ms Hurley the door before 11.00pm in time for his goodnight story. Aah.
GAMES TO RETIRE EARLY FOR: ISS Deluxe, Yoshi's Island, Diddy's Kong Quest, Paneru Gopon, Doom.

SPECIAL COMPO!

As you know we sent Dave out to the Shoshinkai show with strict instructions of what to bring back. We all wanted the hottest Nintendo goodies that were on show in Japan. Well, we waited with baited breath for David's return hoping for our Nintendo Ultra 64s. Dave being Dave he got completely the wrong end-of-the-stick and brought back loads of Nintendo toys for us to play with, but alas no Nintendo Ultra 64.
Anyway, after lots of crying and being sent back to our desks to sit in silence, Dave confiscated the toys and decided to give our loyal readers the chance of some happiness by being able to play with them all day long...

MARIO MADNESS!

Oh yes, since we've been naughty children, all you have to do is answer the question inside the star and you could be one of the lucky owners of the following:

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3rd Prize:
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What is the name of the Big Bad Boss at the end of Yoshi's Island?

A:Luigi
B:Bowser
C:Dave Upchurch

BUZZZ!

To stand a chance of winning David's delights from Japan, all you have to do is answer the incredibly easy question below and send your entries to:

Ooh, Dave Slip Me A Pressie!, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KOEI
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: GOD SIM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: N/A
- OPTIONS: Difficulty settings

GAME INFO

- GAME ORIGIN: It's all about when God created the Earth and mankind. Pretty fundamental stuff, in other words.
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: You define your own goals, pal!
- ALTERNATIVES: Sim City, Theme Park (sort of).

GAME CONTROL

- CONTROLLER: Joypad /Mouse
- RESPONSIVENESS: Good

X Speeds up cursor

A Confirms commands

B Cancels commands

Y Skip to movement arrow

L/R L: No Function
R: No Function

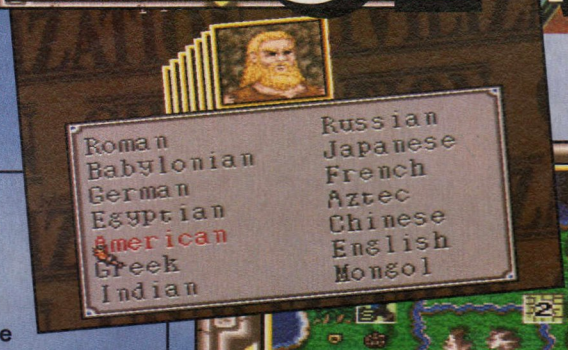
S Start: Not used
Select: End of turn

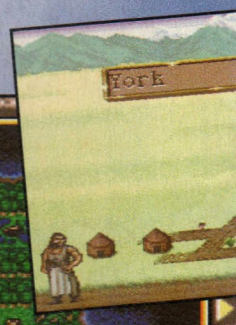
GAME CREDITS

- DEVELOPED BY: MICROPROSE
- DISTRIBUTED BY: KOEI
- MADE IN: USA
- ARTWORK: © KOEI

Have you ever wanted to take charge of Britain? If so, you've got two options to choose between: you could either endure years of studying politics, sitting on the backbenches, stabbing your rivals in the back and then hopefully becoming Prime Minister, or alternatively you could play Civilization. I know which I'd prefer...

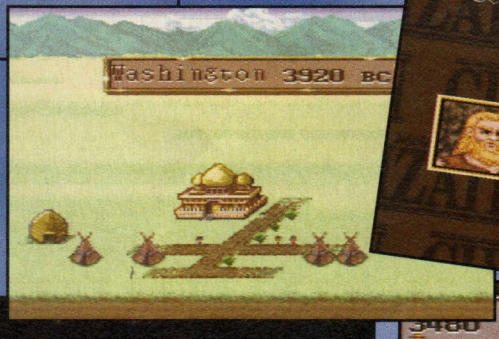
It's happened to us all at some point in our lives, hasn't it? You're the supreme ruler of a nation of primitive cavemen, perfectly content to eek out a living by foraging for berries and eating mammoth dung when, all of a sudden, a beautiful goddess floats down from the heavens and informs you that you have to develop your nation and create the most advanced civilisation – sorry, civilization – on Earth. As if you couldn't guess, Civilization is basically one of those God sim-style games like Populous, in which you're given absolute freedom to boss your people about, wage war against rival nations who trespass on your territory and try to develop the society's social, economic and engineering skills in an epic struggle to evolve from lowly spear chuckers to hi-tech 21st Century boys.

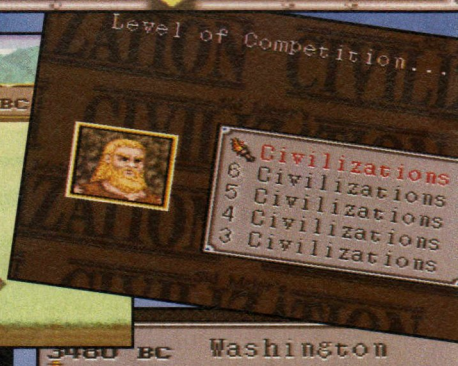




BEFORE TIME BEGAN...

Civilization lets you choose from a variety of difficulty settings, and also lets you set the number of enemy tribes competing against you for world domination. It can be quite difficult to get the balance right to start with: if you select too many enemy tribes you can often find that your proud nation is crushed and out of action within a few game turns; on the other hand, if you select too few opponents things can become very boring as it takes ages to find somebody that you can go and beat up (although this does, at least, give you a chance to get to grips with the game's many controls).





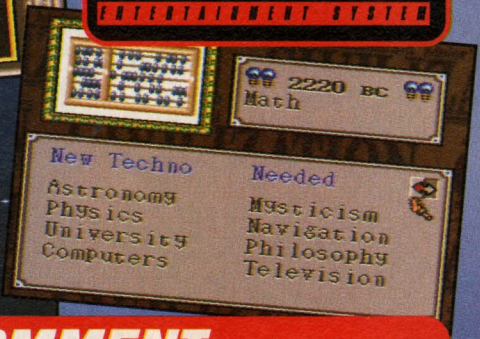
A DAY IN THE COUNTRY!

Once into the game, your first objective is to decide whereabouts in the countryside you want to locate your capital city, which will be the base of your civilisation. An ideal place is close to a river or on the shores of an ocean or a lake, and with many plains, grasslands or hills in the vicinity. When the game begins the player only has one Settler unit, and to avoid it being wiped out by marauding bandits it's best to find a spot to build your city as soon as possible. Once the capital city placement has been determined, the player can start to explore and begin to expand his population.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

LIZATION

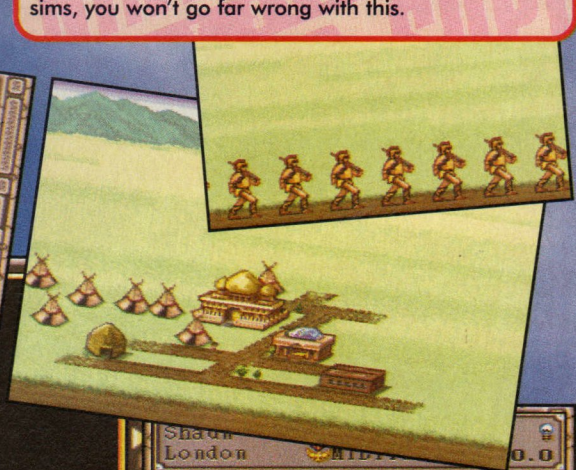


A beautiful Goddess
before Lincoln, the

COMMENT

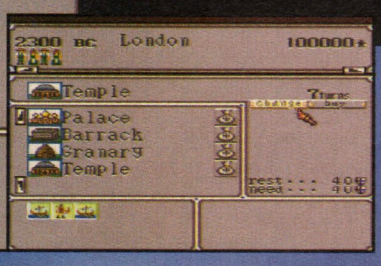
SHAUN

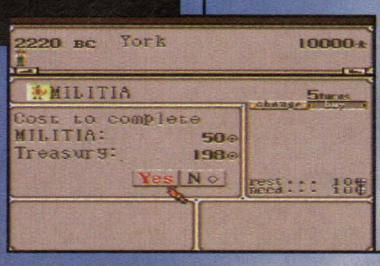
I have to admit I have never played a God sim before, and I had to struggle like hell to get into Civilization. However, once the basics are understood the game starts to become interesting – although I couldn't help getting a little bored whilst waiting for items to be researched and constantly exploring and finding nothing. The game is very good in its own right – let's face it, to sell 600,000 units on PC it has to be good – but do Super NES owners really want to play this sort of game? Probably not, but if you are interested in God sims, you won't go far wrong with this.



GO FORTH AND MULTIPLY!

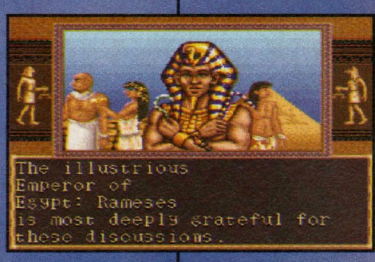
Once the capital city has been plonked down the next decision to make is which city facilities to construct first and what type of units of people you require. Military units are essential for defending the city, but by making another unit of Settlers you can search and erect a new city. The various city facilities also have their uses. A Granary, for example, helps to populate the area rapidly, while a Barracks helps to ward off pirate attacks. All these options take time to develop and there is a menu screen which tells the player how many turns it'll take before the facility opted for will be up and running. For those that need things in a hurry, there's also an option to buy the facility which dramatically reduces the amount of turns before the item is ready. Watch out though, as it is very easy to run out of money. It may be best to wait rather than splash out to get them early.





LET'S BE CIVIL ABOUT THIS!

Every once in a while you may be visited by other heads of state, many of whom look familiar – keep an eye out for Abraham Lincoln and Napoleon. Some may complain at the way you run your country, while others may declare war on you. They may even want to take some of the technologies you have learned and exchange them for something they possess. There are times when you need to be forceful and declare war on visitors, and times when you have to put your diplomatic head on and negotiate. Be careful making certain decisions; tearing up a peace treaty between two countries can result in them declaring war on you and wiping you out. If all your cities are destroyed, the game is over.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

COMMENT

DAVE

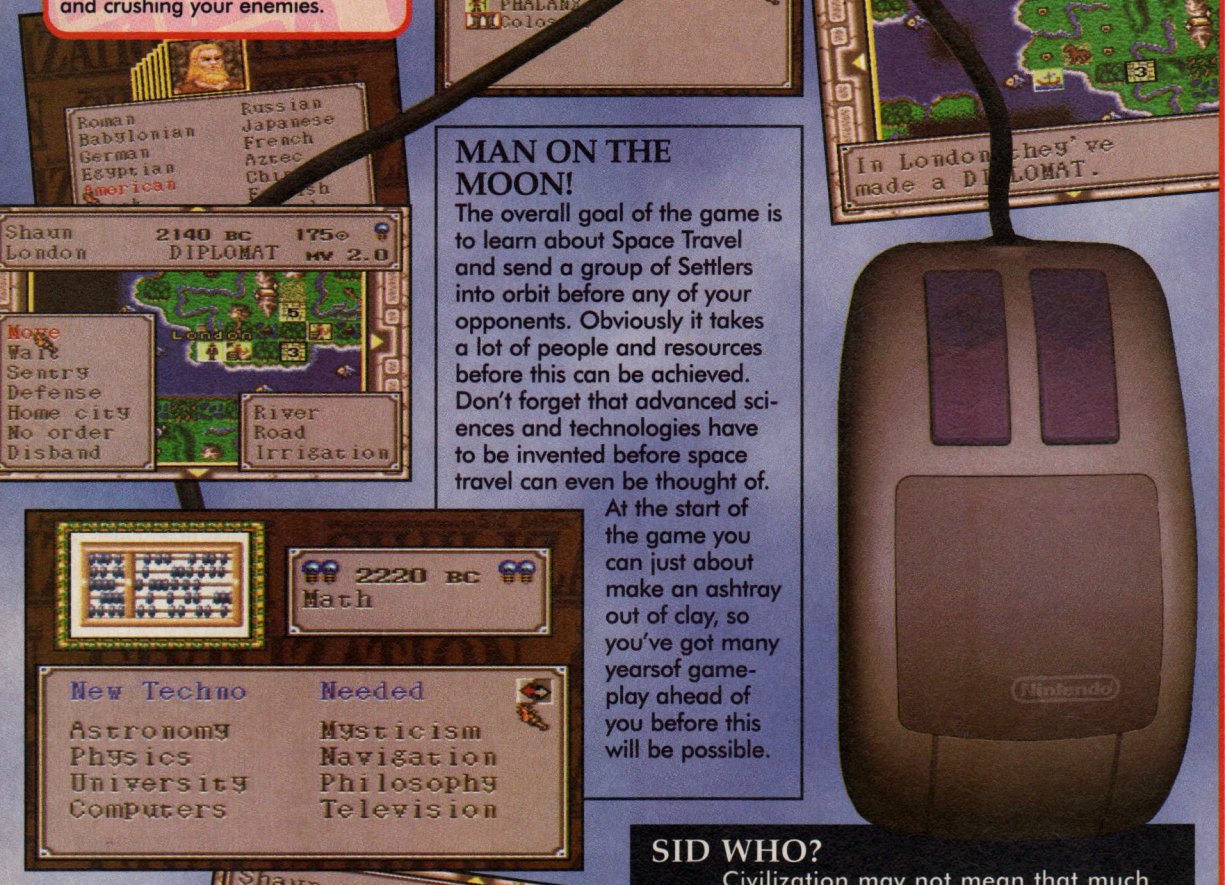
Compared to the polished graphical splendour of recent Super NES games like Donkey Kong Country 2, Civilization looks a little shabby. However, this is a game that doesn't rely on its appearance for its appeal, it's all about gameplay – and that's something Civilization has got coming out of its ears! If you're a novice to the genre like Shaun, then you might find it a little hard going to begin with, and true, there are the occasional dull patches where nothing much seems to be happening. However, that's balanced by the immense satisfaction to be gained from expanding your civilisation and crushing your enemies.

WHAT'S THAT DO?

The player starts the game with three technologies, Irrigation, Roads and Mining. Once a city has been constructed, development automatically begins. The player has the option to decide which technology they want to learn. In the early stages it is best to learn Pottery which enables the people to build Granaries, Bronze Metallurgy for building Phalanx units for city defence and The Wheel for making powerful Chariot units. Once a technology has been developed, the player can select which one they want to develop next.

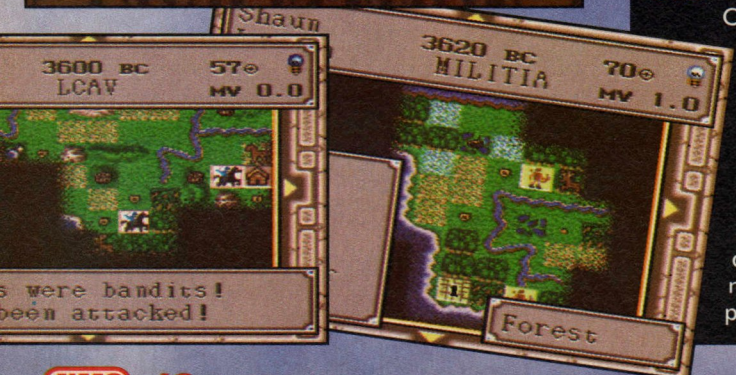
MAN ON THE MOON!

The overall goal of the game is to learn about Space Travel and send a group of Settlers into orbit before any of your opponents. Obviously it takes a lot of people and resources before this can be achieved. Don't forget that advanced sciences and technologies have to be invented before space travel can even be thought of. At the start of the game you can just about make an ashtray out of clay, so you've got many yearsof gameplay ahead of you before this will be possible.



SID WHO?

Civilization may not mean that much to you Super NES chaps, but if I told you that it has sold well over 600,000 copies worldwide on PC you can see just how big the game is. The game was devised by Sid Meier who is well renowned in the PC world. Other games which he has developed for PC are Railroad Tycoon and Colonization, although there are no plans as yet for these titles to be produced for the Super NES.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION				
CHALLENGE			■	■
REFLEXES				
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	
MONTH			■	
YEAR		■		

GRAPHICS — 81

▲ Although basic, they show everything the player needs to know and all the icons are recognisable.

SOUND — 80

▼ Apart from a fanfare every time something is developed, there's not really any other noise in the game.

PLAYABILITY — 82

▲ Plays much better using the mouse, although you can also use a standard controller.

▼ Controller is confusing to use; it's too easy to reset the menu by pressing the wrong button.

LASTABILITY — 87

▲ This game can run for days if you so desire.

▼ Sometimes you can wander for ages without encountering anyone.

OVERALL — 83

Not your typical Super NES game but good in its own right. Patience is needed if you want to get real enjoyment out of this type of game. Rest assured, if it's an in-depth God sim you're looking for, this would be an ideal choice.

MATCH

EVERYTHING YOU WANTED TO KNOW ABOUT FOOTBALLERS AND *MORE!*

REVIEW

GAME BOY

CART SPEC

- BY: TEAM 17
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: STRATEGY
- CART SIZE: 4 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-8
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: No
- OPTIONS: Various leagues

GAME INFO

- GAME ORIGIN: Old Amiga title called Tanks
- GAME DIFFICULTY: Easy to learn, tricky to master
- SCORE TO BEAT: Win against eight players
- ALTERNATIVES: Nothing similar to this type of game

SUPER GAME BOY

- ADDITIONAL FEATURES: Turns-based gameplay means that up to eight people can take part.

GAME CONTROL

- CONTROLLER: Game Boy
- RESPONSE: Good

A — Fire

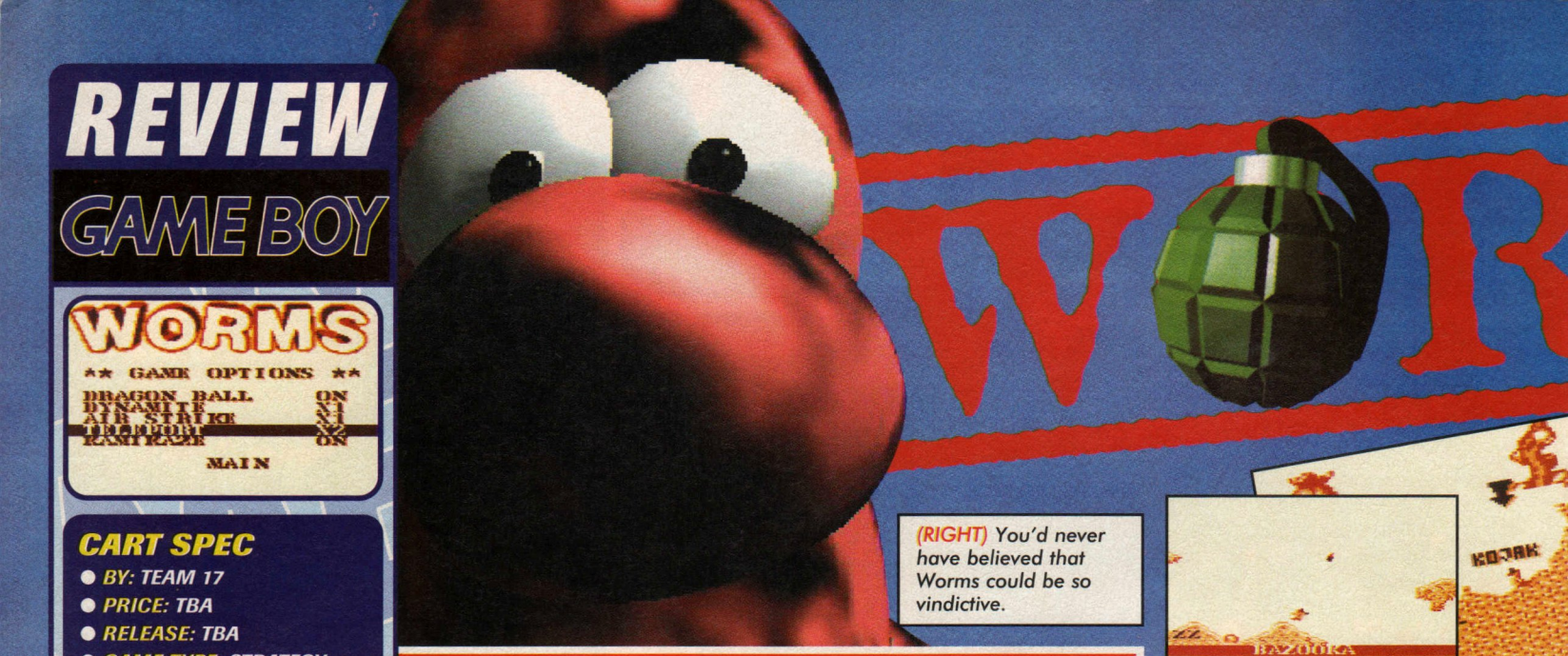
B — Jump

S — Start: Starts/pauses

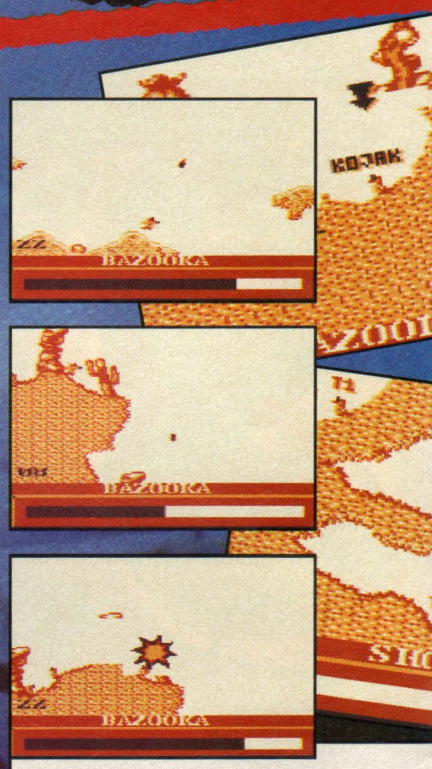
S — Select: Weapon select/ Score

GAME CREDITS

- DEVELOPED BY:TEAM 17
- DISTRIBUTED BY: OCEAN
- MADE IN: UK
- ARTWORK: © TEAM 17

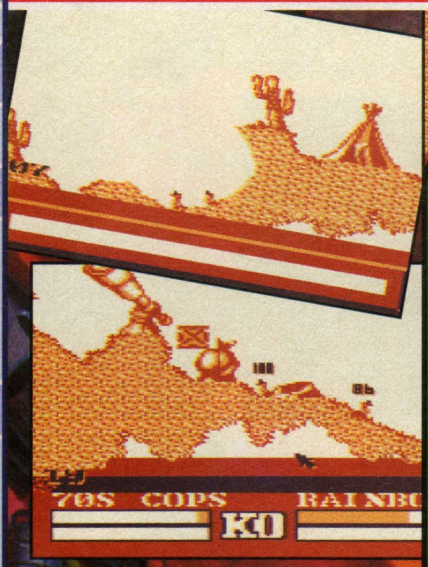


(RIGHT) You'd never have believed that Worms could be so vindictive.



Warning! Worms is on the loose. It's wriggled its way onto just about every platform conceivable and now us lucky blighters with Game Boys can dig it too...

No-one in their right mind should be scared of worms, the backgarden variety at least. They lack pace, fangs and even a growl. But as a small child I was always told shock stories that if you ate paper (why?) then you could get infested with this awful tape worm that lives up your bum and eats all your food second-hand after you've had first chew on it. And if you didn't recognise the tell-tale signs, then this greedy sucker could grow to the frightening length of a couple of hundred yards! Well, this was quite disturbing knowledge at eight years old and I wouldn't even eat a Refresher if it had a bit of wrapper still stuck on it. Thank god Worms wasn't around then – the last thing I'd have fancied was a ruddy great tape Worm that was going to grow longer than Linford Christie runs, brandishing an Uzi up me bum!



IT'S NOT THE SIZE OF YOUR WEAPON...

Our worms have a wide armoury of destruction at their slippery disposal and being a particularly vindictive bunch they're not afraid to use 'em! Well, it beats squashing them in your backgarden!

BAZOOKA
This mortar-style piece of kit shoots a lethal, crater-making shell at your enemies. The tough part of the job is judging the power of the shot, but isn't that true of many things in life?

HOMING MISSILE
After scratching your bonce on who to pick on, all the nasty little worm has to do is release this fire-and-forget type weapon and then watch out for pieces of enemy worm meat dirtying its uniform.

GRENADE
These hand-thrown devices are standard issue to all worms, but do tend to have a rather unstable roll to them. This means that the worm that's chucking the grenade has to watch his slimy little bottom.

CLUSTER BOMB
Pretty similar to the grenade but even more volatile because after your sneaky tapered-tunneller has thrown the bomb, it splinters into five smaller warheads.

BANANA BOMB
You can only find these rather oddly-named pieces of kit in the weapons crates that drop into play at random points. They behave like cluster bombs except they inflict more damage and can often cause total wormicide!

SHOTGUN
A worm with a shotgun is not a pleasant thing, especially one large enough to carry the flaming thing. Unlike most other weapons these allow the wormy fellows a second shot, so they can send a blast up the backcrackers of two enemy annalids.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

89

▲ Small and beautifully animated worms existing in a multitude of levels that scroll smoothly and clearly across your Game Boy.

SOUND

88

▲ Alright, the sound is limited compared to most of the Game Boys bigger console rival, but the Worms ditty on the GB is actually a reasonable version and doesn't force you to reach for the volume dial.

PLAYABILITY

93

▲ Absolutely brilliant. If there's one thing that Worms majors in it's playability. It's simple to pick up and very flipping difficult to put down. Worms is at its best when played with a group of mates.

LASTABILITY

91

▲ The virtually infinite amount of levels and the amount of decisions that can be made by each player gives Worms an almost eternal shelf-life.

OVERALL

91

Worms is one of the freshest titles to grace the GB. I can't think of any other game for the GB that feels or plays like Worms. It's pure class and an essential purchase for all GB owners. Honestly, once you've got your hand on your Worm, you won't be able to leave it alone.

JUMP AROUND!

It's a bloody good job that these worms are limited to the Game Boy and subsequently lack height, because if they could jump the same height in real-life as they do in the game they'd be bouncing around your bedroom window!

UZI
Before using the Uzi you have to shout "UZI 9MM!" in an Arnie voice and then spray a lethal burst of lead into anything at close range.

MINIGUN
A dangerous, larger version of the Uzi and now extremely popular with the worm mafia when knocking off a goodfella.

FIRE-PUNCH
The worms go hand-to-hand with this punch that can prove fatal if the upper-cut knocks the inflicted wormy-one into the water or off the screen.

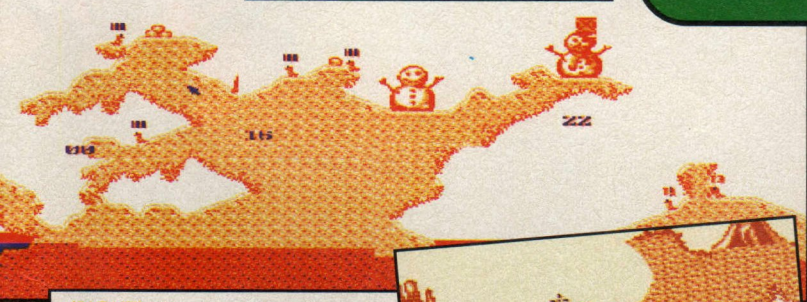
DRAGON BALL
Same as the fire-punch but more of a Bruce Lee-type of mystical energy ball.

EXPLODING SHEEP
Not to be used on the Welsh level, but once unleashed they bleat their four-legged way towards the enemy worm troopers.

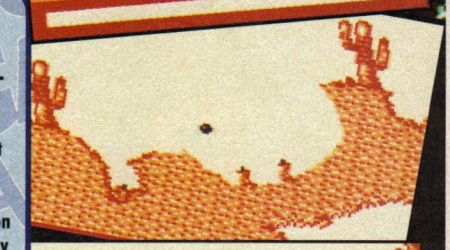
DYNAMITE
Explosive stuff with a short fuse! Any worm releasing one of these deadly sticks will have to wriggle sharpish or they'll end up as worm pie.

AIRSTRIKE
Sadistic worms with Pol Pot-type mentalities might fancy calling in an airstrike. Brilliant if there's a group of worms hanging around together. Hmm, I love the smell of napalm on me Game Boy!

(BELOW) The crate on the snow-man's head is one of the many random weapons drops that turn up during play.



(RIGHT) The cluster bomb devastates the landscape and rips worms up into shreds!



PASS THE PARCEL!

Hey, how many Game Boy titles boast eight-player compatibility? Not many – but when playing Worms it's no bother. Obviously you're not connected by wire – all you have to do is pass it on and hope that you're not on someone's death list.

WHOOPS APOCALYPSE!

In Team 17's worm-'em-up, every explosion, gun-shot and special weapon interacts with the ground and leaves craters that devastate the landscape, so that the level ends up like the profile of some pustulous, acne ridden teenager! Hmm, lovely.

COMMENT

SIMON

Sheer brilliance. I've loved this game on every format thus far, but was worried that Team 17 might not be able to pull it off and make Worms feel right on the Game Boy. Why did I concern myself? Worms suits the GB down to a tee and is ideal for multi-player games. Years ago titles like Lemmings and Cannon Fodder rocked the Super NES – and Worms is in precisely the same wormhole. It's humorous, addictive and great to play with a bunch of mates. However, be prepared to fall out with some of them because when you're playing Worms, you don't take prisoners!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: NINTENDO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: Don't be daft
- BATTERY BACKUP: Yes
- CONTINUES: Yes
- OPTIONS: None

GAME INFO

- GAME ORIGIN: Varies between crosswords and word searches.
- GAME DIFFICULTY: Easy to extremely difficult
- SCORE TO BEAT: Complete level two
- ALTERNATIVES: Tetris and Paneru Gopon

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Cross out square

A — Hammer out block

B — Cross out square

Y — Hammer out block

L/R — L: No Function
R: No Function

S — Start: Starts/pauses
Select: No function

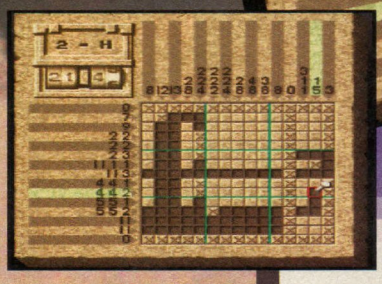
GAME CREDITS

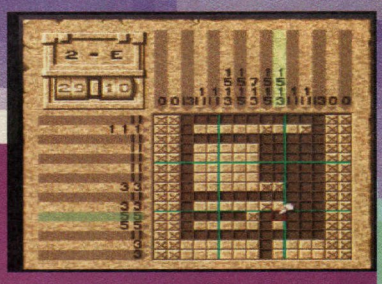
- DEVELOPED BY: APE INC.
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © NINTENDO

Mar Picr

We've all built up a sweat trying to save Mario from the clutches of Bowser and the rest of his cronies. So instead of saving him from death, take the weight off your feet and take a well earned break with a game of Mario's Picross

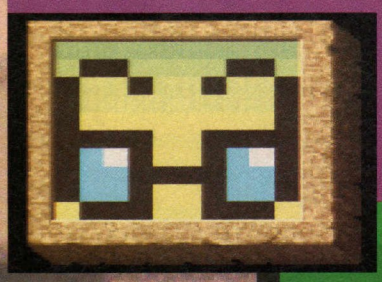
Mario's Picross first appeared on Game Boy last summer and continued the trend of Nintendo puzzle games being highly addictive and extremely successful. At around the same time it began to appear in national papers as an alternative to crosswords. It's time for the Super NES version to baffle the life out of Nintendo puzzle freaks. Boasting loads of puzzles, enhanced full colour graphics and of course the little plumber makes the odd appearance too.





I'D HAMMER IN THE MORNING!

The first time you look at a Picross grid, you'd be forgiven for thinking it's extremely tough. Don't get me wrong, some of the puzzles are incredibly tough to crack, but the concept behind it is very simple. The game is played on a grid that varies in size. Each line, whether it be horizontal or vertical, has a number or set of numbers which denotes how many blocks have to be filled in on each line. If there is more than one number it means that there has to be a gap between each set of blocks.



HAMMER OUT THE TRUTH...

Whether you're new to Picross or not, there are a variety of skill levels from which to choose, although the first level has to be completed before the next three can be accessed. Once the first level is complete, the player can complete the remaining three in any order they wish. Ooh, it's just like reading the Times, isn't it?

COMMENT

SIMON Picross was perfect for the Game Boy format and proved totally addictive to gamers world wide. So it comes as a total bonus that it's made its debut on the Super NES. Experienced Picross punters will be frightened to learn that the Super NES version is just as addictive and torturing as the hand-held version and will inevitably keep you up for days and nights. Excellent stuff that'll haunt you for months.

r10's oss

I'M ALL CLUED UP

Before every puzzle, you've the option for a clue. This allows for one horizontal and one vertical line to be filled in before the time on the puzzle begins. Those of you that come particularly skilled at the art of Picross can judge where to stop the line giving them an even greater chance of completing the puzzle in the allotted time. There is no penalty for accepting the clue and it does make the puzzle easier to begin with especially if there are mostly small numbers.

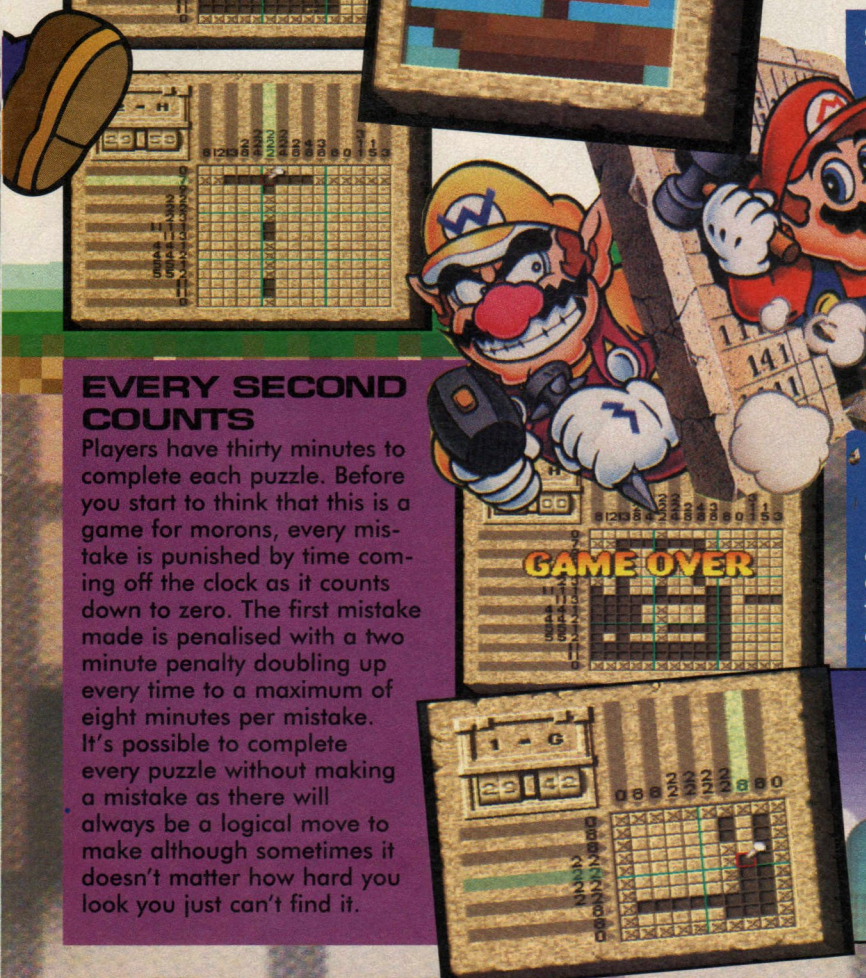
COMMENT

SHAUN

There are an abundance of puzzle games out, most of which border on the Tetris idea, so it's refreshing to finally play a new puzzle. The concept is easy but the challenge isn't as simple as you might first think. One negative point though is that once the picture is complete you there's no point in ever visiting the puzzle again. It is also a game that works best on it's original format, the good old Game Boy and it's probably not the sort of game to go out and spend £40. This is really only a polished up version of the Game Boy with a couple of extras that don't really justify such an increase in price, even though it is good. A good game overall loaded with enough puzzles to keep the most experienced game players amused for a good while.

SAVE OF THE SEASON!

One new option with the Super NES version is the ability to save a puzzle halfway through it and return to it at a later date. So, when you get the urge to visit the bog or your mum wants you to pop down the shops in the vain hope that you'll be one of them smart kids who comes home with a biological washing powder and a fabric conditioner, you'll be able to save your puzzle.



EVERY SECOND COUNTS

Players have thirty minutes to complete each puzzle. Before you start to think that this is a game for morons, every mistake is punished by time coming off the clock as it counts down to zero. The first mistake made is penalised with a two minute penalty doubling up every time to a maximum of eight minutes per mistake. It's possible to complete every puzzle without making a mistake as there will always be a logical move to make although sometimes it doesn't matter how hard you look you just can't find it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■		
CHALLENGE	■	■	■	
REFLEXES	■	■		
ORIGINALITY	■	■	■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	
WEEK	■	■	■	
MONTH	■	■		
YEAR	■			

GRAPHICS — 83

▲ Nicely enhanced from the original Game Boy version using full colour.

▼ Sometimes even after the picture has been revealed, you still can't work out what the hell it is.

SOUND — 80

▲ Keeps the same catchy tune used in the Game Boy version only it's been jazzed up with a few new tunes between puzzles.

PLAYABILITY — 91

▲ Extremely addictive but what do you expect from Nintendo. You'll fall into the same trap of being late all the time because you have to complete one more puzzle before going out.

LASTABILITY — 88

▲ Four difficulties and loads of puzzles means it'll take ages to complete.

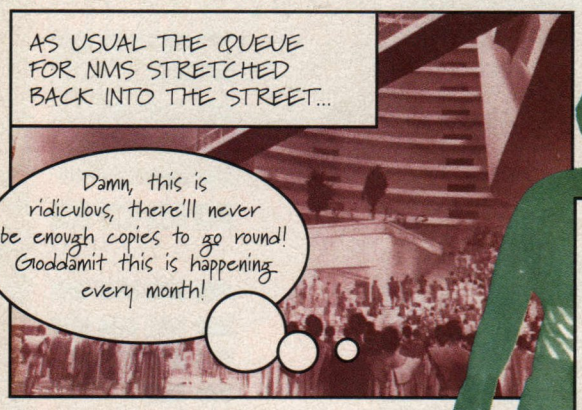
▼ Once any of the puzzles has been completed there's virtually no point ever returning there.

OVERALL — 84

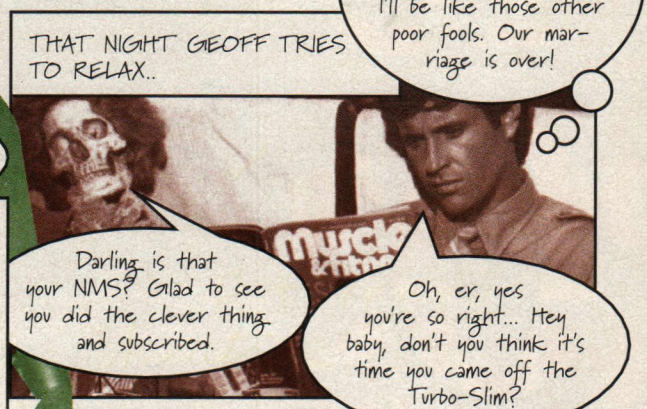
Although this is a game which is probably more suited to the Game Boy, it can't be faulted for it's sheer addictiveness. Another Nintendo puzzle game success to pour over.

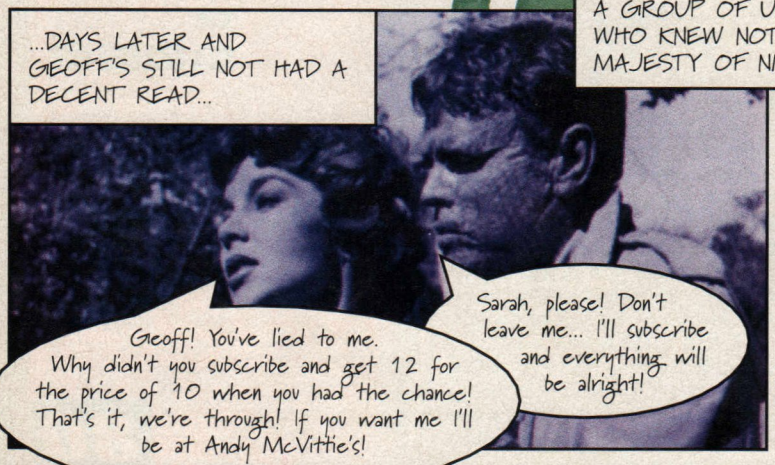
TALES FROM THE TOP-SHELF!

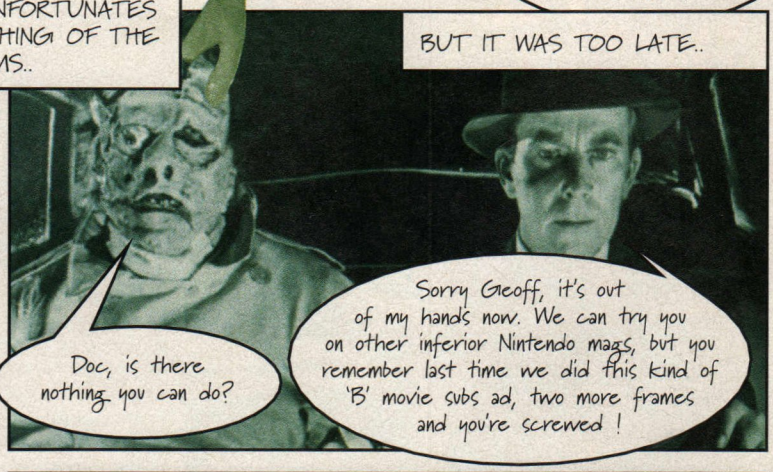
EPISODE 2: DEJA VU



FOR GEOFF DINGLE IT WAS A TYPICAL SATURDAY MORNING. AN INTERMINABLY LONG WAIT AT THE NEWSAGENT, ONLY TO WALK AWAY EMPTY HANDED. AS HE BEGAN THE WALK HOME GEOFF PASSED A GROUP OF UNFORTUNATES WHO KNEW NOTHING OF THE MAJESTY OF NMS..







THE DOC WAS RIGHT AND WITHIN WEEKS THE EFFECT OF INFERIOR MAGS HAD REDUCED GEOFF TO A COWERING MESS, A SHADOWY CREATURE WHOSE HANDS HAD SWOLLEN FROM READING CONTAMINATED LOWER QUALITY PUBLICATIONS.

UNTIL ONE DAY GEOFF'S BODY TOTALLY SHRIVELLED UP.
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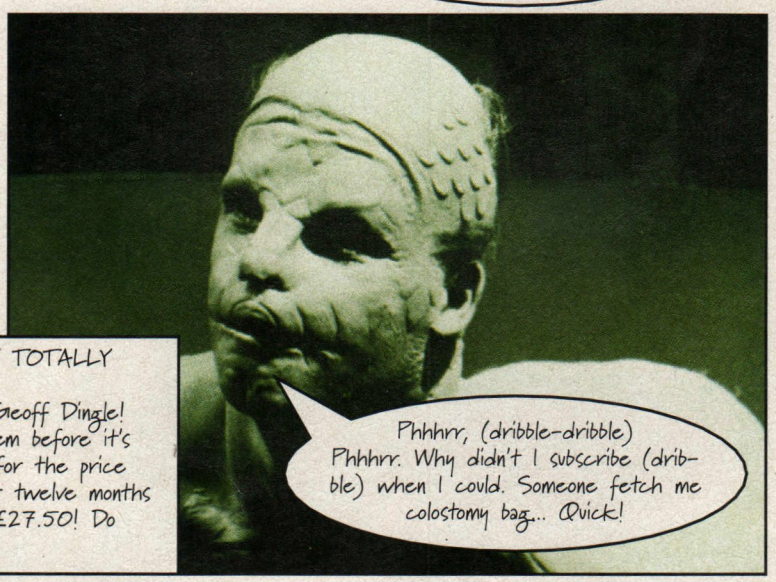

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READER SURVEY

After three long, fruitful and fun-filled years together, don't you think the time has come for us to sit down and really take the time to get to know each other properly? But how do we go about this? A friendly chat over a cup o' tea and a slice of cake? Or perhaps a more formal interview at the lavishly-appointed NMS offices? Nah. How about this probing questionnaire instead? Far more thorough, not to mention hygienic. However, we do realise that these things can be a bit of a drag so we, well, those kind souls at THE Games, have thrown in some rather tasty incentives just to make sure you answer each and every question. For five lucky readers there'll be a copy of the fabulous Yoshi's Island and, for one supremely spawny get, a sparkly new NU64 (although he or she will have to wait until the machine is launched to receive it). Sounds good enough to me, though. So what are you waiting for...

WIN AN NU64!! OR ONE OF FIVE COPIES OF YOSHI'S ISLAND!!

And all you have to do is answer some really stoopid questions!!

1. Are you:
Male ❒
Female ❒

2. How old are you?
Under 10 ❒
11 – 16 ❒
17 – 20 ❒
21 – 25 ❒
26 and over ❒

3. Are you:
At school ❒
At college ❒
In full-time employment ❒
In part-time employment ❒
Other (please specify): .....
.....

4. Which machines do you own?
Super NES ❒
NES ❒
Game Boy ❒
Sega Megadrive ❒
Sega Game Gear ❒
Sega Saturn ❒
Sony Playstation ❒
Atari Jaguar ❒
3DO ❒
PC ❒
Neo Geo ❒
Other (please specify) :.....
.....
.....

5. Which machine are you planning to buy next?
Super NES
NES ❒
Game Boy ❒
NU64 ❒
Sega Megadrive ❒
Sega Game Gear ❒
Sega Saturn ❒
Sony Playstation ❒
Atari Jaguar ❒
3DO ❒
PC ❒
Neo Geo ❒
Other (please specify):.....

6. If you are planning to buy a Next Generation console, who will be the purchaser?
You ❒
Parents ❒
Friend/relative ❒

7. How many games do you own?
None ❒
1-5 ❒
6-10 ❒
11-20 ❒
More than 20 ❒

8. What was the last game you purchased?.....

9. Which game are you planning to buy next?.....

10. How much time each week do you spend playing video games?

Less than an hour ❒
1-2 hours ❒
2-4 hours ❒
4-6 hours ❒
6-8 hours ❒
8-10 hours ❒
More than 10 hours ❒

11. How often do you buy video games?

Less than twice a year ❒
2-4 times a year ❒
4-6 times a year ❒
6-12 times a year ❒
More than once a month (please specify):.....

12. How do you choose the games you buy?

Good review in magazine ❒
Good review on TV ❒
Like the look of it ❒
Recommended by a friend ❒
Recommended by shop staff ❒
Special offer/promotion ❒
Bought by parent ❒

13. What sort of games do you enjoy the most? (Tick three of the following.)

Beat-'em-ups ❒
Shoot-'em-ups ❒
Platform games ❒
Sports games ❒
Adventure games/RPGs ❒
Strategy games/Sims ❒
Racing games ❒
Puzzle games ❒

14. Where do you buy your games?

Electronics Boutique (Future Zone) ❒
Game ❒
Game Zone ❒
HMV ❒
Virgin ❒
Woolworths ❒
WH Smith ❒
John Menzies ❒
Dixons ❒
Boots ❒
Toys R Us ❒
Our Price ❒
Specialist Shop ❒
Mail Order ❒
Other (please specify):.....

15. How often do you buy NMS?

Every month ❒
Occasionally ❒
Whenever there's a good game in it ❒
Only when there's a free gift ❒

16. Why did you buy this issue of NMS?

Get it on subscription ❒
Cover promotion was good ❒
Exclusive game information ❒
Latest review/preview information ❒
Generally good for game info ❒
Appeal of cover ❒

17. Which sections of NMS do you love the most, and which ones do you hate the most? (Please tick three boxes in each column.)

	LOVE	HATE
Cover	❒	❒
Contents	❒	❒
News	❒	❒
Editorial	❒	❒
Previews	❒	❒
Reviews	❒	❒
Tips	❒	❒
Seal's Mailbag	❒	❒
Q&A	❒	❒
Work In Progress	❒	❒
Special Features	❒	❒
Out Now	❒	❒
Free gifts	❒	❒
General Design	❒	❒

18. If there was one thing you could change about NMS to improve it, what would it be?

.....

.....

.....

.....

19. Which other games magazines do you buy?

Maximum ❒
Total ❒
Super Play ❒
GamesMaster ❒
Ultimate Future Games ❒
Edge ❒
Games World ❒
X-Gen ❒
Game Pro (UK) ❒
C&VG ❒

20. Which types of non-game magazines do you regularly buy or enjoy reading?

Comics ❒
Sports mags ❒
Music mags ❒
Movie mags ❒
TV mags ❒
Lifestyle mags ❒

21. What sort of free gifts do you like most? (Tick two of the following.)

Special game booklets ❒
Sweets ❒
Postcards ❒
Toys ❒
Tips booklets ❒
Badges ❒
Stickers/transfers ❒
Posters ❒
Videos ❒
Scratchcards ❒
Money off vouchers ❒
Other (please specify):.....

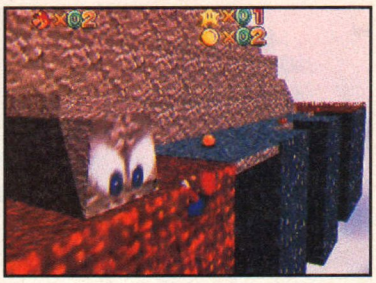
22. What do you most like to see in a special game booklet? (Tick one of the following.)

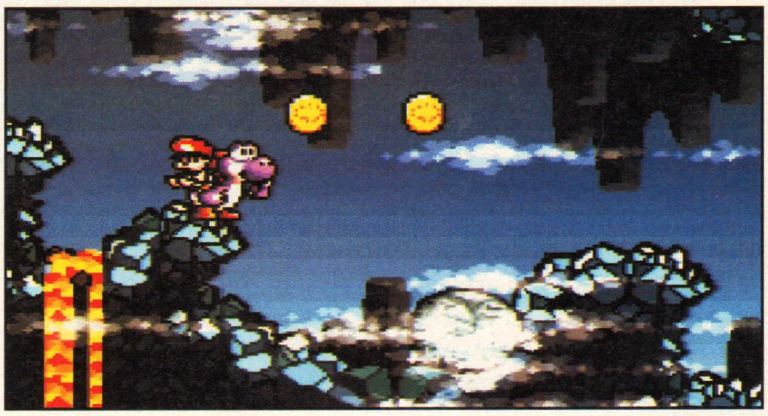
Exclusive first look at game in progress ❒
Extended review ❒
Exclusive tips and cheats ❒
Interviews with development staff ❒

23. List your top five software houses:

1.....

2.....





3.....

4.....

5.....

24. List your top five games of all time.

1.....

2.....

3.....

4.....

5.....

25. Which of the following activities do you enjoy most? (Tick three of the following.)

Watching TV	❒
Watching videos	❒
Going to the cinema	❒
Listening to the radio	❒
Playing sports	❒
Listening to music	❒
Reading a book	❒
Going to parties	❒

26. What are your three favourite TV programmes?

.....

.....

.....

27. Which of the following do you regularly buy? (Tick three of the following.)

CDs	❒
Videos	❒
Shoes/trainers	❒
Crisps	❒
Tapes	❒
Clothes	❒
Sweets	❒
Drinks	❒
Take-away food	❒
Books	❒
Comics	❒

28. Are there any features that you consider important in a games consoles other than their ability to play games? (Tick one of the following.)

Playing audio CDs	❒
Playing video CDs	❒
Internet access	❒
Multiplayer link-up	❒

29. Do you have access to a PC?

Yes	❒
No	❒

30. If yes, what do you use it for?

Games	❒
Word processing	❒
Internet	❒
For work	❒
For study	❒

Other (please specify):.....

That's almost it folks. If you've got this far, answered all the questions and not lied your asses off in the process, you're just two questions short of qualifying to enter our grand **QUESTIONNAIRE COMPO EXTRAORDINAIRE!** Here they are then:

Name: .....

Address:.....

.....

.....

Now whip this whole section out of the magazine, fold it up, whack a bit of tape over it to keep it sealed, slap a stamp in the box provided and then send it off! But don't delay – all completed questionnaires must reach us by the 19th of February 1996 to be eligible for the draw! Oh, and good luck!

FOLD HERE

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FIFA SOCCER 96

We're heading towards the halfway point of the season and things are not looking too bad. As I write this, West Ham are comfortably holding their own (cough-cough) in the Premier League, Man UTD have just paid £10 million for Desert Orchid to partner Cantana and THQ are set to release FIFA Soccer 96 on the Game Boy.

FIFA Soccer 96 is about to burst onto the scene on a variety of consoles, so you'd think the Game Boy version may get overlooked. Not true, the original FIFA Soccer sold extremely well on Game Boy despite being one of the last to appear. With over 20 improvements from the original it looks likely that THQ have another hit on their hands.

UP FOR THE CUP!

As well as the customary Friendly match, there's a variety of gameplay modes from which to choose, including League, Tournament and Playoff. For all of these you can choose either national squads or select from eight different leagues from around the world including the Premier League. Play also benefits from the increased computer intelligence which provides something with a higher IQ than your average footy player to tactically outwit.

YOU'RE THE BOSS!

Before you decide which game style you wish to compete in, there's a host of other options to cast your eye over. Scratch your chin over mind-blowing decisions like whether to play with or without fouls. Deliberate over injuries, off-sides and manual or computer controlled goalies and generally feel like a proper manager.

POWER TO THE PEOPLE

Rather than having to look away from the action to set the power of a pass or shot, the game has a new power metre. Whenever a player receives the ball a ring appears at his feet. The power of the kick is determined by the amount of time the button is held down and is shown by the ring turning white. The more white your ring is, the more powerful your shot. Sounds painful, huh?

COMMENT

SHAUN

As far as the Game Boy is concerned, there's nothing that touches FIFA in footy terms, but to be honest the original wasn't that great. FIFA Soccer 96 is an improvement from the original with lots of added options but there are still minor problems which let it slip a little. Once again you don't always feel in control of what's going on and the camera is again slow keeping up with play. That said, this is the best football game for the Game Boy and should keep the footy fanatics satiated for a while.

RATINGS

- BY: THQ
- PRICE: £29.99
- RELEASE: DECEMBER
- GAME TYPE: FOOTBALL SIM
- CART SIZE: 4 MEG

GRAPHICS — 83
◆ Good sized sprites with realistic characteristics.

SOUND — 79
◆ Very little atmosphere created and repetitive tune.

PLAYABILITY — 84
◆ Not bad but you do not always feel in control.

LASTABILITY — 86
◆ Improved computer intelligence adds extra life.

OVERALL — 84
Could be so much better. Best of a pretty average bunch for Game Boy football fans.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: TECMO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: BEAT-'EM-UP
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Very limited

GAME INFO

- GAME ORIGIN: Trilogy of interelated titles
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Doubt it'll be on for that long!
- ALTERNATIVES: Batman Forever, Separation Anxiety

GAME CONTROL

- CONTROLLER: Average
- RESPONSIVENESS: Adequate

X — No Function

A — Jump/Cling/Spring

B — Sword

Y — No Function

L/R — L: No Function, R: No Function

S — Start: Starts/pauses, Select: No function

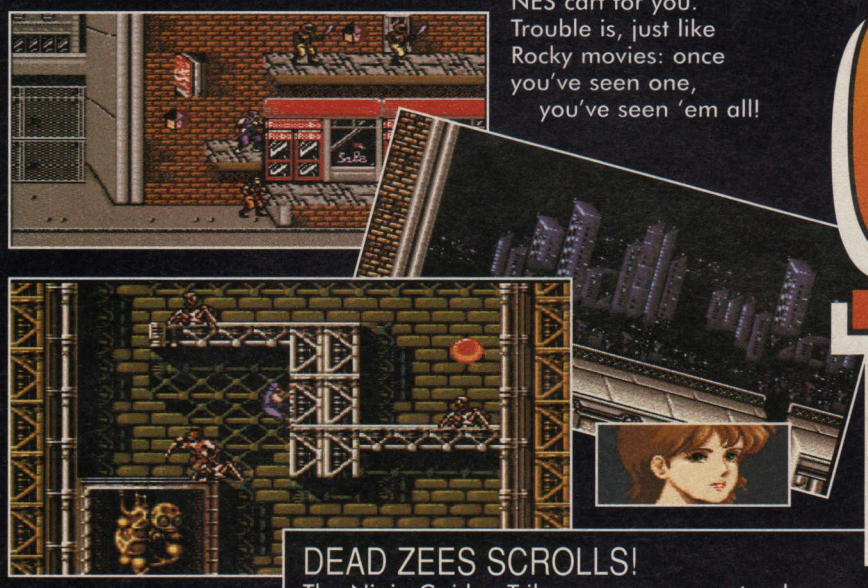
GAME CREDITS

- DEVELOPED BY: TECMO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © NINTENDO

Wow! Three games on one cart. Is this some kind of serious bargain, or is it just a cover to make you buy three crap titles instead of one proper game?

NIN GAI TRIL

Just like the movie industry, the games industry likes to repeat a successful recipe. You've only got to look at Mortal Kombat, Virtua Fighter or the Street Fighter series to see this commercial theory in action. But how many of you in Gamersville remember the Ninja Gaiden series on the NES? Times move on and so does technology, but that doesn't stop someone walloping all three onto one Super NES cart for you. Trouble is, just like Rocky movies: once you've seen one, you've seen 'em all!



DEAD ZEES SCROLLS!

The Ninja Gaiden Trilogy games are not only very same-y in look, but they also play pretty much the same. In fact, they comply to a pretty much tried and trusted recipe: take one scrolling beat-'em-up style level and add a roughly chopped on end-of-level-boss just before completion. Repeat to fade or fall asleep holding your D-pad limply in your weary fingers.

(ABOVE) Cream over these 8-bit graphics gamestrels!

RYU CRISP AND DRY-U!

The main geezer of the trilogy is our Ryu. And while I find it hard to understand why he took the role for either of the sequels, he did and subsequently has to complete them. To complete any of the trilogy he has to collect a variety of symbols which in turn give the hero power-ups. But beware, as every time you use a power-up your points are depleted.

SITTING IN A NINJA GAIDEN WAITING FOR THE SUN...

As you journey from one clash with death to the next, a new bigger and badder boss comes to threaten your pixelated existence. In Gaiden II, Ashtar, top boy in the Demon Clan, becomes unstuck when Ryu gives him a proper kicking. As usual they're all after the normal dose of absolute power and supreme being stuff. Well, for supreme beings they seem to be blind to the adage that 'history will repeat itself' because in each chapter the same fate befalls them all.

COMMENT

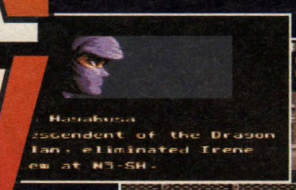
DAVE

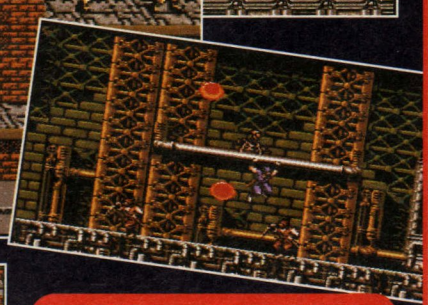
I'm a real tight wad, so when I heard that this cart had three games on it my ears pricked and I thought "Bargain!". However, when I actually played the games I realised that all that glitters really ain't gold – in fact, what lies below this cart's shiny surface is not so much yellow and hard as brown and sticky with a nasty whiff to it. Updating old NES games to the Super NES isn't necessarily a bad idea – look at Mario All-Stars, for instance – but you've got to make an effort to tart them up a little in the process. As it stands, Ninja Gaiden Trilogy just doesn't cut the mustard. After all, if you wanted to play NES games you'd have bought an NES, right?

NJA DEN LOGY

DANCIN' ON THE CEILING...

In all of the Ninja Gaiden titles the hero of the piece, Ryu, can cling to the wall, and his clever trick is that he can fight while he's doing his clinging. Me, I can barely walk everytime I've ever been clinging to the wall. Anyway, the downside to this wall-walking-whacking is that Ryu can only use power boosts to fight with when he's clinging to the masonry. These improve between games and he also gains the skill of springing between buildings.





WAR AND PEACE!

Ninja Gaiden Trilogy follows the adventures of top Ninja geezer-bloke, Ryu. No, he's nothing to do with the more famous chap of the same name who made his bread in the Street Fighter titles. In fact, if you have to compare the two, then this fellow's the 'B' movie version. Getting back to the plot, the action commences when Ryu's old man, Ken - no nothing to do with another famous bloke - gets killed by the forces of evil. Ken was head honcho of the Hayabusa clan who guard the legendary Dragon Sword. Ryu, who's just a bit miffed about papa's premature departure from this mortal coil, decides to avenge his death and signs up for three games in the process.

STRANGERS IN THE FIGHT!

To help our hero through three games worth of platform japery he joins up with some mates who help him overthrow the forces of not-very-niceness. He meets a nice lady called Irene and a rookie CIA agent, imaginatively called Mr Foster, who actually gets promoted through the three games. Who says games aren't good for you?

COMMENT

SIMON

Well alright, so you get three games on one cart and they do evolve a little as you progress. But each one is pretty much the same type of thing and have the look of NES-style carts. Playwise, there's very little difference between each one of the three 'bargains' on this cart. But compare them to even your average beat-'em-up on the Super NES and Ninja Gaiden struggles to even sit on the same shelf. Back in 1988 we'd have really liked the NJ Trilogy, but in 1996 gamers need more than this and even purist retro-gamers will end up switching this off and feeling bitterly disappointed.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE			■	
REFLEXES		■		
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY			■	
WEEK		■		
MONTH				
YEAR				

GRAPHICS — 49

▼ Really nice if it was 1988 and you'd just invested in the Nintendo Entertainment System. In fact, they'd probably rate as state-of-the-art.

SOUND — 40

▼ Basic is probably being kind to Ninja Gaiden's music. This stuff will only appeal to punters who have had their hearing cruelly taken from them.

PLAYABILITY — 50

▼ Standard formula stuff that repeats itself episodically as you journey your way through one scrolling landscape to another.

LASTABILITY — 40

▲ I suppose on the positive side you do get an awful lot of it.

▼ I can't think of many more boring exercises than being asked to complete even one of these titles, and three would be tantamount to torture.

OVERALL — 42

Three games for the price of one won't help this lame duck. But for anyone who wants to run NES product on their Super NES, this is ideal.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: NINTENDO
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PUZZLE
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Definitely
- BATTERY BACKUP: No
- CONTINUES: Yes
- OPTIONS: Difficulty setting

GAME INFO

- GAME ORIGIN: Another game to come out of the Tetris arcade puzzler mould.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: Complete normal speed Vs mode.
- ALTERNATIVES: Tetris, Super Puyo-Puyo

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Very good

X — Switches blocks

A — Switches blocks

B — Switches blocks

Y — Switches blocks

L/R — L: Scroll blocks up
R: Scroll blocks up

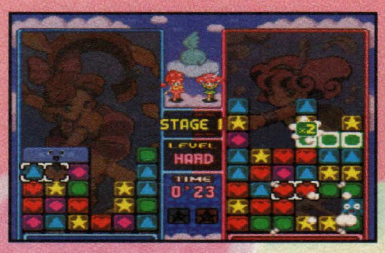
S — Start: Pause
Select: Not used

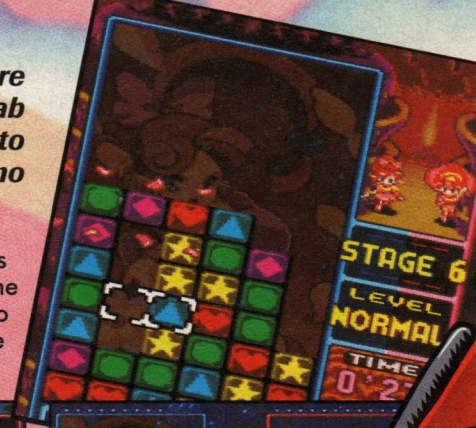
GAME CREDITS

- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © NINTENDO

Pay attention! This is no ordinary puzzle game, so before you briefly browse over the page and forget it, grab yourself a coffee, put your feet up and let us take you to a magical world where fairies roam for absolutely no reason whatsoever...

We've seen so many Tetris/Puyo Puyo styled puzzle games that it is so easy to just overlook them all. Every once in a while though, one comes along that shouldn't be overlooked, and this is it. There's so much more to this than first meets the eye. So let's waste no more time as I begin to tell you why this is such a great game.





PANERU GOPO

BLOCKIN' ALL OVER THE WORLD...

The game may look similar to Puyo Puyo with the coloured blocks syndrome, but they are very different. For a start the blocks move from bottom to top with Pon, unlike practically every other puzzle, Tetris styled, puzzle game with the blocks falling from the top. The object of the game is to remove the blocks by making a line of at least three of the same colour, either horizontally or vertically. There's a variety of one-player game options. The player controls a two block wide cursor that can only be move adjacent blocks horizontally.

(ABOVE) Hey, go on, make my day – pick a fairy, any fairy, and let the fun commence.

WOW! I JUST DID FOUR LINES!

There are a variety of one-player gameplay options from which to choose. There's a Tetris 2 styled puzzle game where the player has to remove all the blocks on the screen in a set amount of moves. Normally it's a case of getting a line which removes a set of blocks which in turn sets off the rest. There's also a Vs mode against the computer where the object of this mode is to survive longer than the opponent. If your screen fills up first, you lose but there's the option to continue and pit your wits against him again. There are three skill levels and you have to compete against all the fairies in the game before going up against the bosses. The harder the skill level, the more bosses you face.

COMMENT

SIMON

Okay, Pon doesn't look the most visual gaming feast to consume and the screenshots probably won't have you salivating. But believe me, this game is one of the most addictive, playable experiences you're ever likely to come across. Each individual battle doesn't take long - especially at first when your eyes can hardly keep up with the frantically falling blocks - but once you begin to ascend the esoteric ranking of Pon you might dual it out for up to about four minutes. It's brilliant stuff that'll keep you hooked for as long as it takes to reach the dizzy heights of Ponmaster.

DO YOU WANNA GET BLOCKED

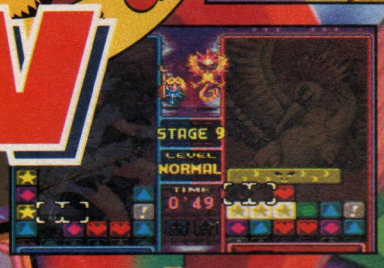
There are also a couple of two-player options from which to choose. The first is the Vs mode which is by far the most addictive part of this game. The second is a Time Mode in which the players get two minutes to score as many points as they can. Each line is rewarded with ten points for every block in the line with additional points for any lines over three blocks. The player with the most points wins a leg in a best of three contest.

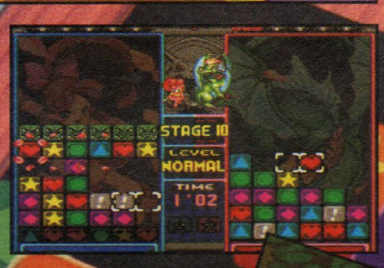
COMMENT

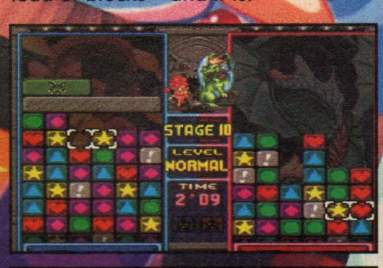
SHAUN

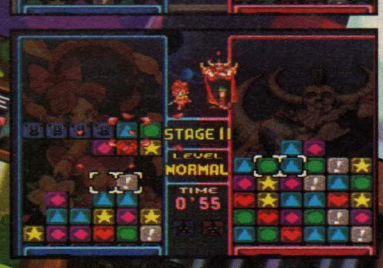
You may look at this and think it's just another Tetris looking puzzle game and disregard it. Do not be such a idiot. The game looks extremely basic but do not be fooled. Once you start playing this, you become totally hooked especially in two player mode. With all the excitement of DKC 2 and Yoshi's Island, this is a game that could quite easily be overlooked, but be warned miss this at your peril.

(BELOW) Panery Gopon looks like a load of blocks – and it is!



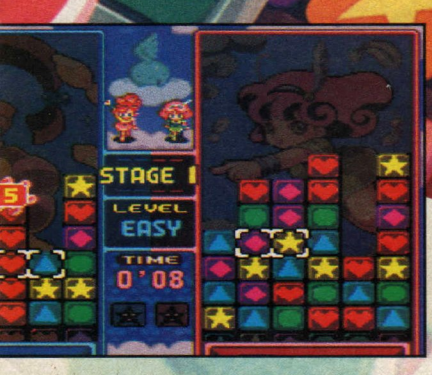






MIDDLE OF A CHAIN REACTION!

Make a line of three and you do nothing more than remove the group of blocks. If, however, you make a line of four or more, the real excitement begins and every time a line of four more connects it sends a row of blocks over to the other side. The blocks can only be turned into individual squares by making a line that touches the block. Every time you make a line the screen pauses giving you time to move the other blocks around which can set off a chain reaction as the blocks above fall down.



I WANNA BLOCK WITH YOU

You can't help but notice that the game features lots of fairies. What they have to do with the game is anyone's guess but there are nine of them to choose from, all with their own little screams of delight as they send a row of blocks over to the opposition. There's also the option to control two of the bosses straight away with only the best able to take the later bosses once they have completed the harder levels.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 87

▲ Bright and colourful with backdrops of pretty fairies for all you tough guys and girls out there.
▼ Maybe perceived as too simple, but honestly they suit the style of game completely.

SOUND — 89

▲ Cutey Japanese styled music and twee sound effects from the fairies that are extremely simple, but suit the style of play down to a tee.

PLAYABILITY — 91

▲ Easy to get to grips with although mastering the basics is only half the battle as ascending the higher order of Pon is a task indeed.

LASTABILITY — 95

▲ Enough puzzles to keep you going in one-player mode and a Vs mode where the computer actually gives you a challenge and a two-player mode that you just don't get bored with.

OVERALL — 93

There is nothing negative to say about this game. Take this bit of advice and you wont go far wrong. If you see it, buy it. It's as simple as that. I don't know who invented this concept, but they were truly inspired.

REVIEW

GAME BOY

CART SPEC
- **BY:** ACCLAIM
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT-'EM-UP
- **CART SIZE:** 4 MEG

GAME FEATURES
- **NO. OF PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** Loads of them!
- **OPTIONS:** Various

GAME INFO
- **GAME ORIGIN:** The third in the popular Mortal Kombat series of beat-'em-ups.
- **GAME DIFFICULTY:** So-so.
- **SCORE TO BEAT:** Get to the fourth fighter in a day's play.
- **ALTERNATIVES:** Mortal Kombats 1 & 2, Killer Instinct.

SUPER GAME BOY
- **ADDITIONAL FEATURES:** Uses all the buttons on the Super NES joypad to emulate 'proper' MK3.

GAME CONTROL
- **CONTROLLER:** Game Boy
- **RESPONSE:** Good

A — Kick

B — Punch

S — Start: Block

S — Select: Pause

GAME CREDITS
- **DEVELOPED BY:** SOFTWARE CREATIONS
- **DISTRIBUTED BY:** ACCLAIM
- **MADE IN:** USA
- **ARTWORK:** © ACCLAIM

Can you believe it? Those Mortal menaces are about to punch and kick their screaming little selves onto the Game Boy for the third time. As usual we bring you the EXCLUSIVE review – but is it a case of two's company, three's a crowd? And does the world really need another Mortal Kombat?

If I had ten pence for every time I've written about Mortal Kombat I'd have about 40p. No, not really, it'd be a tad more, maybe even running to the heady heights of a couple of quid. Alright, so I couldn't quite retire, slope off to South America in search of Latin beauties while lying on sun-kissed beaches slurping Tequila. But if Mortal Kombat 4 happens (and it's more than likely that it will) and the game keeps evolving to MK11 and so forth, then one day you might just clock this really old bloke with a huge grin on his wrinkled face, sucking on a straw while having his back massaged by Juanita. Erm, dream on!

ACROSS THE UNIVERSE!

When Mortal Kombat first donned its punching mittens the whole tournament was staged to maintain the balance of negative and positive forces in the universe. Now that cheeky infidel, Shao Khan, has opened a gateway between the Outworld and cuddly old planet Earth and smashed it to pieces like a spoilt kid. While most of Earth's inhabitants were killed before they even heard the footy results, a select band of warriors want to overthrow Shao Khan. Unfortunately, it doesn't really do much for all the poor sods that got killed when Shao Khan's mob first turned up! Ah well, at least if you defeat Shao Khan you'll be able to have a big back garden and a nice bit of peace and quiet.

(LEFT) Game Boy owners can enjoy the cruelty of finishing moves in Mortal Kombat 3.

COMMENT

DAVE

Oh dear, what a disappointment. Of course, given the obvious limitations nobody expected MK3 on the Game Boy to be arcade perfect, but after the excellent Super NES version I think we anticipated better than this. It's not exactly poor and if you're really desperate for a version of MK3 on the handheld, then this might keep you happy. However, others who are more interested in a quality beat-'em-up would do better to investigate Killer Instinct.

THE MAGNIFICENT SEVEN, ER, NINE!

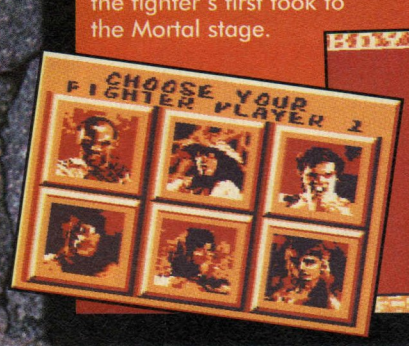
Unlike the Super NES version of MK3 which boasted a full complement of fist-flapping fighters, the Game Boy version, with its power restrictions, comes with just eight eternal warriors to waggle your pad to. On a positive-type tip, good old Smoke's still knocking around as the hidden character – and anyone who cares to take a stroll back towards the first Mortal encounter will find that the cart has just a meagre six characters!

REVIEW

GAME BOY

ATTENTION TO DETAIL!

Previous Mortal encounters on the Game Boy contained less detail, but seemed to play a tad faster than this, the latest incarnation of MK. If you care to examine the evidence you'll be able to see for yourselves just how much Game Boy technology has evolved since the fighter's first took to the Mortal stage.



FATAL ATTRACTION!

You couldn't have a Mortal Kombat game without fatalities, so it's pleasing to report that, just like all the higher-end consoles and the PC, the Game Boy has each character's fatalities included. So when you're toying with someone's life, scratching your chin as to exactly how you're going to remove them from this mortal coil, bare in mind the good old fatality.

BUTTON IT UP!

Although the Game Boy's got only two buttons on its little oblong frame and the Super NES takes full advantage of three buttons, Acclaim have done a good job of replicating MK3's moves with the aid of the Start control. Basically, the A and B buttons look after all your punches and kicks while Start handles the blocks that stop those irritating broken limbs.

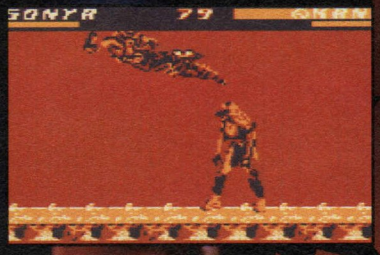
GREEN KROSS KODE!

What would a Mortal Kombat game be without those Kombat Kodes? So, in typical MK tradition the Game Boy follows suit. The question, though, is what the hell are they? Be sure to watch our tips section, because as soon as we get 'em you can bet your bottom dollar we'll print 'em.

COMMENT

SIMON

I'm not sure whether it's a case of the same-old, same-old, but MK3 didn't really jab my punchbag. In fact, I found it all a bit mediocre to be honest. It's was bound to be hard for the Game Boy to get close to its 16-bit brother, but even by Game Boy standards MK3 isn't much of fun. The level of detail's pretty high and there are more features than its previous incarnations, but in the play department Killer Instinct knocks it out of the ring.



(BELOW) Blade and Kano do a Hunter and Ulrika impression.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 79

▲ Well detailed and an improvement on the other two Mortal Kombat titles.
▼ In Game Boy terms this style of graphic can't be pushed much further and to be honest the difference is fairly marginal.

SOUND — 60

▼ Not much chance of this particular version of the Mortal ditty making number one! There doesn't appear to be much in the way of sound effects either.

PLAYABILITY — 70

▲ A wider variety of moves and fighters than earlier versions.
▼ Play can get a little jerky at times, and anyone who's hoping that MK3 on the GB will rate alongside its superb Super NES counterpart is going to be disappointed.

LASTABILITY — 68

▼ You need to be a big fan of all things Mortal Kombat-related to really approve of this – there are plenty of better GB games out to keep your screen illuminated and your batteries tired.

OVERALL — 76

MK3 feels rather tired and there are far too many beat-'em-ups of a much higher quality knocking about to make this really worth buying. One for the real die-hard Mortal nuts only.

REVIEW

GAME BOY

NFL QUARTERBACK CLUB 96

CART SPEC

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: JANUARY
- GAME TYPE: SPORTS SIM
- CART SIZE: 2 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Password
- CONTINUES: No
- OPTIONS: Difficulty setting and quarter length

GAME INFO

- GAME ORIGIN: American custom in which people throw a pigskin at each other.
- GAME DIFFICULTY: Adjustable
- SCORE TO BEAT: Qualified for playoffs with Broncos.
- ALTERNATIVES: NFL Quarterback Club, Madden 96

SUPER GAME BOY

- ADDITIONAL FEATURES:

GAME CONTROL

- CONTROLLER: Game Boy
- RESPONSE: Good

A — Snap/Throw

B — Throw

S — Start: Starts/Pauses

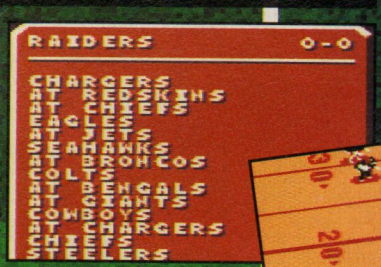
S — Select: No function

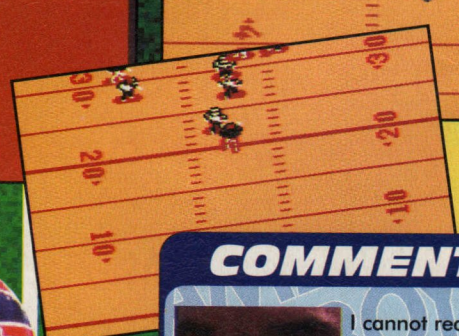
GAME CREDITS

- DEVELOPED BY: CONDOR INC
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © ACCLAIM

With the Superbowl but a small gnat's chuff away, Acclaim prepare to release the second of the Quarterback series. The Super NES version received a glowing review from us at NMS, so let's see how the Game Boy version fares.

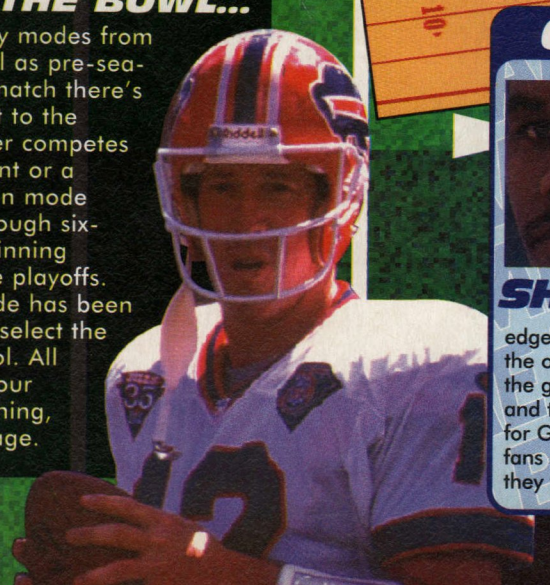
Quarterback Club was the first game to offer competition to the Madden series. The games are both played from a similar viewpoint, but each has a very different feel. Now it's time for the 96 Game Boy version with all-new player animations and a variety of new features



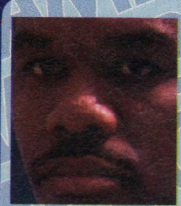


BATTLE FOR THE BOWL...

There are four gameplay modes from which to choose. As well as pre-season which is a one-off match there's the option to go straight to the playoffs where the player competes in a knockout tournament or a full season. In full season mode the player competes through sixteen games hopefully winning enough to enter into the playoffs. Once the gameplay mode has been decided, the player can select the team they wish to control. All the teams are rated in four categories, passing, running, tackling and pass coverage.



COMMENT

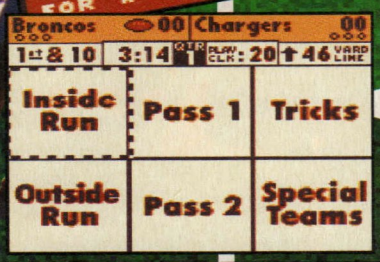


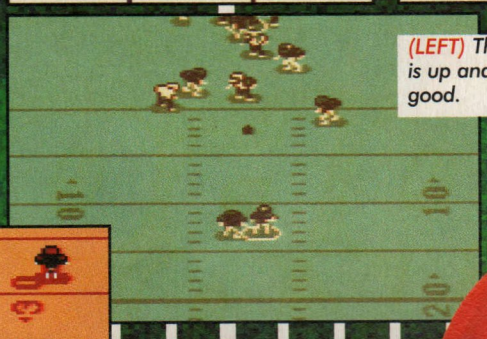
SHAUN

I cannot really understand why the Quarterback challenge was removed from the game. Okay so it was pretty basic but it did give the game a competitive edge over its rivals. That is really the only disappointing thing with the game. It plays extremely well and the graphics are pretty good for Game Boy. American football fans should take a look at this if they want a new footie title.

PLAY FOR TODAY!

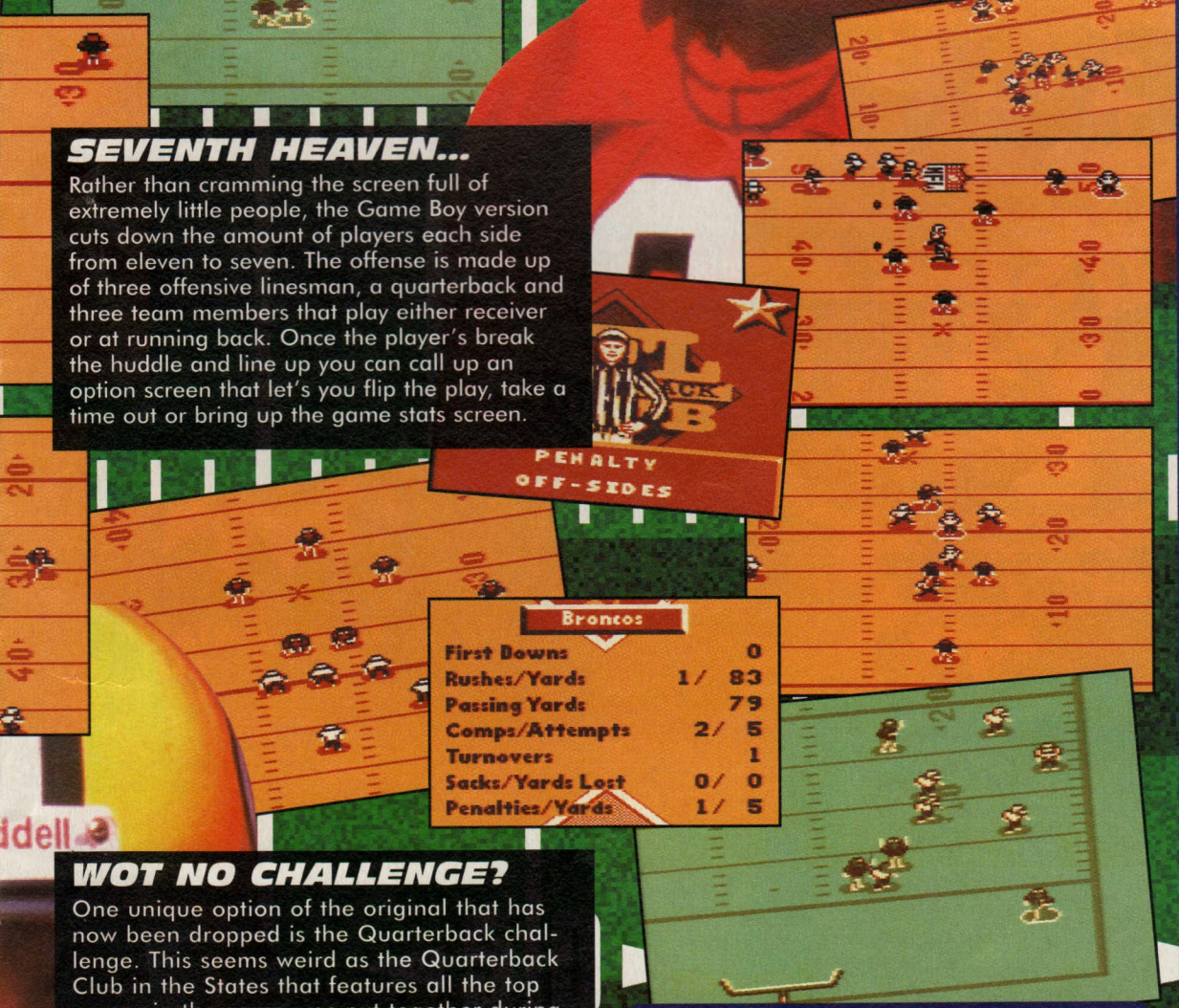
Due to the lack of memory capacity of the Game Boy, the playbook is limited but there are still enough plays to confuse the opposition. The play select screen is broken down into six boxes. There are two boxes for running and pass plays as well as a box for special teams and trick plays. After deciding which type of play you wish to execute, there are four plays to choose from. All the top quarterbacks in the game have their own signature play which is unique to each individual quarterback.





(LEFT) The kick is up and it's good.

(BELOW) Head down and run like hell.

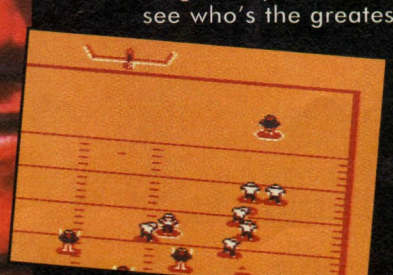


SEVENTH HEAVEN...

Rather than cramming the screen full of extremely little people, the Game Boy version cuts down the amount of players each side from eleven to seven. The offense is made up of three offensive linesman, a quarterback and three team members that play either receiver or at running back. Once the player's break the huddle and line up you can call up an option screen that let's you flip the play, take a time out or bring up the game stats screen.

WOT NO CHALLENGE?

One unique option of the original that has now been dropped is the Quarterback challenge. This seems weird as the Quarterback Club in the States that features all the top names in the game was put together during the challenges they have in the off season to see who's the greatest quarterback. The club itself was put together to introduce a whole new line in merchandise as well as promotional activities.



COMMENT

SIMON

I've got to agree with my learned friend that it seems folly to drop the challenge option from the game. However, unlike Shaun, who's a massive fan of the sport, I can take it or leave it. Having said that Quarterback is the best American footy to be punted onto the Game Boy and any fan of the genre should get to grips with it before the end of play.

REVIEW

GAME BOY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 84

▲ Nice sized sprites due to being seven on seven.

SOUND — 79

▼ Very limited sound effects and poor music.

PLAYABILITY — 86

▲ Good feel and response from Game Boy.

LASTABILITY — 85

▲ Full season and Playoff modes helps to breathe extra life into game.

▼ Pity the Quarterback challenge was dropped.

OVERALL — 84

Even though the challenge has been removed it is still a very good game and well worth a look.

SPECIAL COMPO!

Last month you may remember that we reviewed Super Return Of The Jedi on the Game Boy and awarded it a sizzling 86%, proclaiming it an "extremely playable and entertaining platformer". And to celebrate this momentous event we've teamed up with the lovely people at T•HQ and their chums at Titan Books and Fox Video to hold a compo with prizes that will get every Star Wars fan out there in NMS land frothing at the bit!

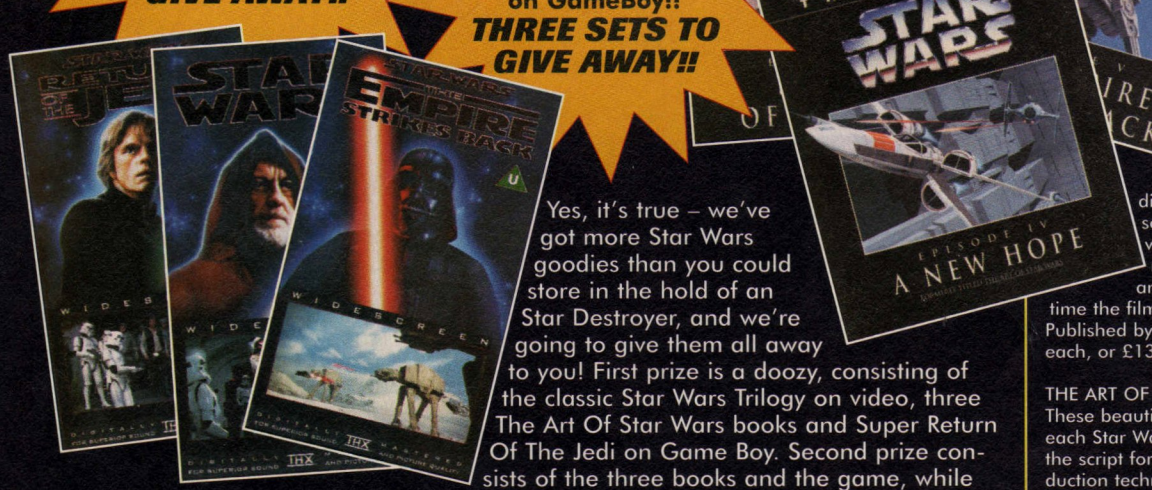
I HAVE FELT YOUR PRESENTS!

FEEL THE FORCE OF THIS BUMPER NMS/T•HQ STAR WARS GIVEAWAY!!!

1st PRIZE!!
The Star Wars Trilogy, The Art Of Star Wars books and Super Return Of The Jedi on GameBoy!!
THREE SETS TO GIVE AWAY!!

2nd PRIZE!!
The Art Of Star Wars books and Super Return Of The Jedi on GameBoy!!
THREE SETS TO GIVE AWAY!!

3rd PRIZE!!
Super Return Of The Jedi on GameBoy!!
SIX TO GIVE AWAY!!



Yes, it's true – we've got more Star Wars goodies than you could store in the hold of an Star Destroyer, and we're going to give them all away to you! First prize is a doozy, consisting of the classic Star Wars Trilogy on video, three The Art Of Star Wars books and Super Return Of The Jedi on Game Boy. Second prize consists of the three books and the game, while third prize is the game only. To be in with a chance of winning, all you have to do is answer the following Star Wars quezzy:

Q. What is Darth Vader's original name?

If you know the answer, write it down on a postcard or sealed envelope, add your name and address and send it to us at:

DARTH WAS JUST MISUNDERSTOOD COMPO,
NMS, Emap Images, Priory Court,
30-32 Farringdon Lane, London EC1R 3AU.

All entries must reach us by February 19th, when the winners will be plucked from Dave's replica Stormtrooper's helmet.

THOSE FANTASTIC PRIZES IN FULL!!

THE STAR WARS TRILOGY ON VIDEO
The classic trilogy has been specially THX digitally remastered for improved picture and sound quality. Even as we speak George Lucas is working on 'Director's Cut' versions of the movies featuring additional effects sequences and previously unseen footage, so this is the last time the films will be available in their original form. Published by Fox Video, the video are available for £12.99 each, or £13.99 in their widescreen versions

THE ART OF STAR WARS BOOKS
These beautiful books take you behind the scenes of how each Star Wars movie was created. Each volume contains the script for the film, accompanied by notes about the production techniques used to bring it to life. Lavishly illustrated throughout with sketches, storyboards, costume designs and stills, these books are essential reading for every Star Wars fan. Published by Titan Books, they retail for £17.99 each and are available from all good bookstores.

SUPER RETURN OF THE JEDI
This excellent Game Boy release from T●HQ is essentially a cut-down version of the superb Super NES game, in which you take control of Luke, Leia, Han and Chewie as they run, jump and shoot their way through a multitude of levels based on scenes from the movie. And for a bit of variety, there's a 3D shoot-'em-up bit where you fly around on a Speederbike and a 2D shoot-'em-up bit where you pilot the Millenium Falcon. Rated at 86% in the last issue of NMS, this is a worthy purchase for any lover of the movies.

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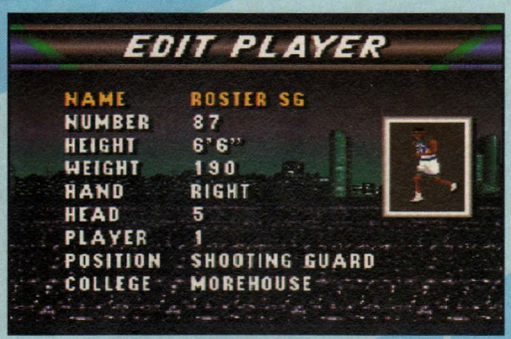
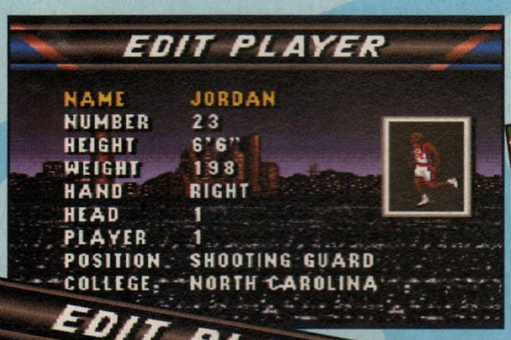
NHS SMALL TIPS

The Nintendo Help System gets a serious dose of sequel-itis this month as we begin massive player's guides to two of the biggest releases of this and possibly next year as well. We are, of course, talking about Super Mario World 2: Yoshi's Island and Donkey Kong Country 2. However, if you've discovered any top secret tips and cheats for these and/or any other new releases then let us know – don't forget that if you're awarded the Tip Of The Month you'll receive two killer Konami games of your choice! Who knows? Next time, it could be YOU!





EDIT AND DRAFT NEW PLAYERS
NBA LIVE '96
SUPER NES ★★★★★

The Tip Of The Month award this month goes to Mark Weston for this cheat that enables you to edit a player and replace him with a star name from the NBA. On the opening Option screen, go to the Roster Setup and select Edit Player. Choose the player you wish to edit and change their name to Jordan. Now, as if by magic, the player and stats change and Michael Jordan can be drafted into your team. This trick also works with Bird, Barkley and (Magic) Johnson.

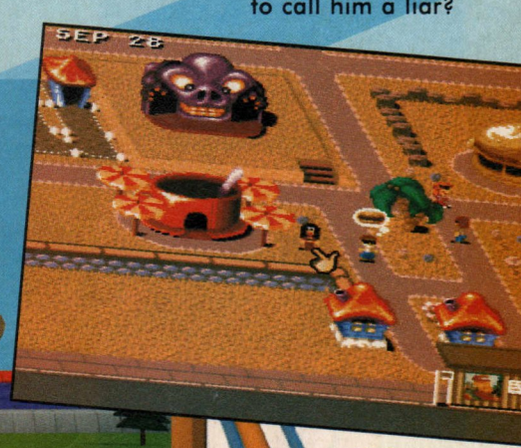
GET MEGA RICH
THEME PARK
SUPER NES ★★★★☆

Plucky Paul Jerome has sent us a couple of tips for Theme Park. To get £100 million enter THLRCH as your nickname and THLRCH as the password. To get some more money, make sure that when you sell your park you have as much money in loans – then, when you sell the park, you won't have to pay the loan money back!

KONAMI

INFINATE AMMO
ALIENS 3
SUPER NES ★★★☆☆

Chris Rainford reckons that if you press A, B, Y and X on Controller Two followed by B on Controller One you get rewarded with infinite ammo. And who are we to call him a liar?



LEVEL SELECT
SUPER PANG
SUPER NES ★★★☆☆

Cheers to Stephen O'Donnell for this level select. On the Game Select screen press L, R, R, L, Up and Down – voila, the level select is yours!

LEVEL CODES
PUTTY SQUAD
SUPER NES ★★★★★

For all of you out there struggling with Putty Squad, put your hands together in thanks to Mark Hayden for all these codes.

BZTPJ	The Bazaar at Kebab
LYQCB	Downtown Klud
TXMJD	The Jungle of Squirt
KFTWF	Dr Sushi's Lab of Terror
GNHZX	Dr Sushi's Dinner of Fear
SHCLB	The House of Fun
VMCRM	Major Smith's Escape Tunnel
GRTSX	The Gateway to the North
FRLDK	The Tower of London
WWFPM	Jumble Street
YVZPD	Cloud Castle
GXDKP	The Wizard's Frozen Garden
JPWSW	The Depths of Despair

PLAY AS SPIKE, ICE OR THUNDER
CLAYFIGHTERS 2
SUPER NES ★★★★☆

Mr J. Sheham sent in this cheat so many thanks to you, sir. To play as any of these characters, go to the Main Menu screen and enter the following codes:

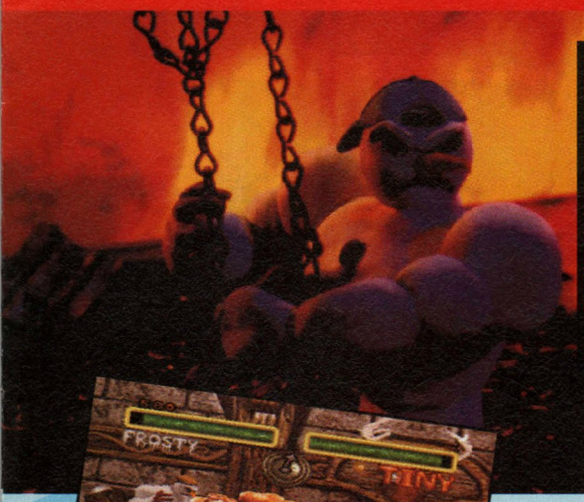
Ice	Hold B and press Up, L, L, L, Right.
Spike	Hold R and press X, B, B, A, Y, Left, A.
Thunder	Hold Up/Left and press Y, B, X, B, B, X, A.

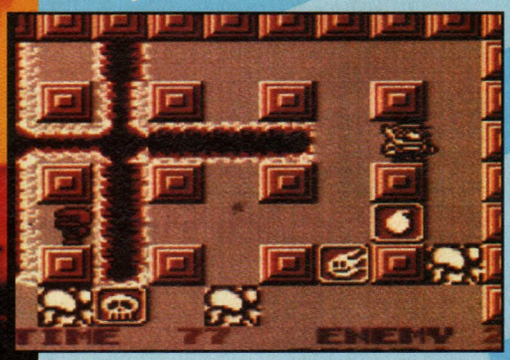
START GAME AT FULL STRENGTH
SYNDICATE
SUPER NES ★★★☆☆

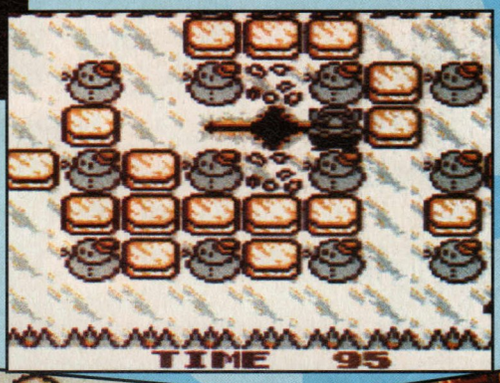
Odd boy Mystic Toby (bet he's a right larf) sent in this tip obviously whilst in a trance. First enter G_M_SM_ST_R on the password screen (where '_' indicates a space). Now start the game and you should find that you have a full team, all with V3 body parts, lots of guns and £1,000,000 in the bank. Okay Toby, you can wake up now.

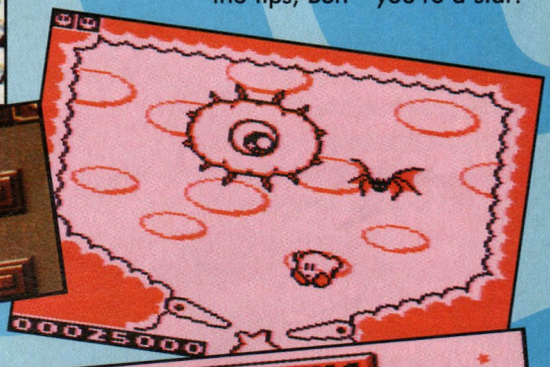
Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

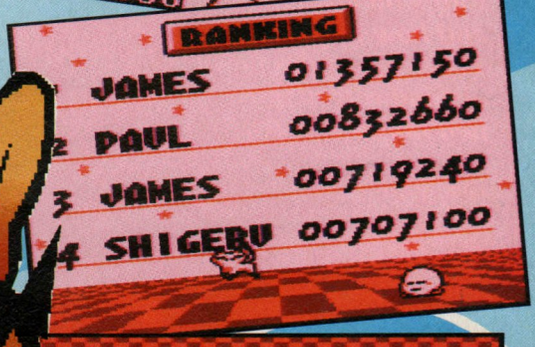
NINTENDO HELP SYSTEM

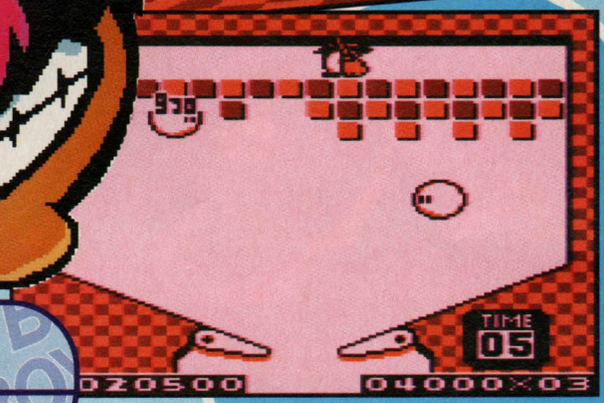












EXTRA LIFE
MICRO MACHINES
GAME BOY ★★☆☆☆

Apparently Ben reckons that if you press Pause whilst jumping off the folder on the Desktop Drop-Off level (Race 2), you'll be in for some red-hot extra life-related action.

BOSS PRACTICE
KIRBY'S PINBALL LAND
GAME BOY ★★★☆☆

To access this cheat wait for the title screen to appear and press Up, Right, Select and B. Alternatively, to practice the bonus stages press Up, Left, Select and A. Cheers for all the tips, Ben – you're a star!

LEVEL SELECT
LOST VIKINGS
SUPER NES ★★★☆☆

Also sent in by the multi-faceted Mr Sheham is this level select cheat. To access it, pause the game and hold down X, Y, A, B at the same time. Oh, and please, please no more begging – it's pitiful.

TOTAL POWERS ON LEVEL 1
WARIO BLAST
GAME BOY ★★★☆☆

Ben Ford has been a busy chappy this month. He sent in a collection of Game Boy tips, so here are some of his masterpieces for your perusal. To gain total powers on Level 1 enter the password 2264 if you want to control Wario and 4622 for Bomberman. He also points out that if you want to control the other characters, remember the password and reverse it.

PLAY HARD GAME
KIRBY'S DREAM LAND
GAME BOY ★★★☆☆

To play an extra hard game, press Up, Select and A on the Title screen. Also, to gain the sound test and options for extra lives, press Down, Select and B on the Title screen.

SUPER MARIO WORLD 2 YOSHI'S ISLAND

PLAYER'S GUIDE

Welcome to the first installment of our Yoshi's Island player's guide. Over the coming months we promise to bring you everything you need to know in order to get through what we believe to be the game of the year. The first part concentrates on level one and how to get 100% on all the levels and reveal the two bonus levels!

This guide only contains information on the harder to find coins and flowers. Always make sure that you check all the coins that you come across because the red coins start off gold and only change colour when you touch or fire an egg at them. Another bit of advise is that things are not always as complicated as you may at first think. There are lots of easy items to collect so keep 'em peeled.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 01703 652222

MAKE EGGS THROW EGGS

1. Shoot the first winged-cloud and go up the steps to collect the red coins and the flower. There's also another winged cloud that produces stars to add to your timer. Drop off the steps and go down the pipe just after the two red nasties that appear.

2 Use the rock to get up to the coins or fire eggs at them. Don't forget to fire an egg into the red flower as this gives you bonus stars.

3. After climbing the large sunflower, walk left and not right as the direction arrow shows. Fire at the cloud to reveal the last flower. Drop off the ledge to the left and land on the first platform . Now walk right onto another cloud and this time stars appear. You should have everything to complete the first level so make your way to the goal by walking right from the sunflower.

WATCH OUT BELOW!

1. Shoot the first winged-cloud to get the second flower. Watch out for the large Bow-Wow that drops down directly over it. After the continue ring crank-up Yoshi's egg-firing abilities and blast through the wall. It disintegrates when hit by Yoshi's eggs so collect the coins, before dropping the spring and exiting this part of this level.

2. Don't bother exploring the first part of the next section but make your way to the top and change Yoshi into a helicopter by jumping into the metamorphosis bubble. Go straight through the first wall not forgetting to collect the coins underneath. Keep flying straight and go up the middle of the next block. This opens up to reveal a flower. Now fly right and you should see a platform with arrows pointing down. Ignore it and keep flying right. You should see another section that opens up. Search the section for red coins. Remember you can change into the helicopter as many time as you like on the level.

3. After morphing back into Yoshi go to the green pipe but jump onto the ledge above. Jump again to collect the coins before dropping down. After coming out the pipe, shoot the winged-cloud for the last three coins. There's also another cloud that contains stars just before the goal.

THE CAVE OF CHOMP ROCK!

1. Follow the moving rock and jump on the crate to reveal some stars. Walk to the section with the post that is covered and has a coin either side of it. Pound the post into the ground to receive a red coin. Walk right and down the first set of steps for a flower. Walk back up the steps and walk right. Drop down onto the second ledge and search both the left and right sides for coins and flowers.

2. Before jumping through the continue ring make sure you are in possession of some eggs. Fire at the crate which is floating above you for more stars. The key which is also floating takes Yoshi into a mini-battle if he goes back and through the locked door but does not give you anything towards your bonus total. Fractionally past this section, drop down the gap and pound the posts into the ground. Once through this section get the flower and pound the post just after. This reveals a red switch. Jump on the switch and walk right to the arrow pointing down and fall through to a bonus coins room.

3. After collecting the coins exit bonus level and walk right to the rock and let it roll down the slope. To get to the platform above wait until the rock is over the gap and jump onto the rock and up onto the platform. After this little romp, it's off to the goal with you.

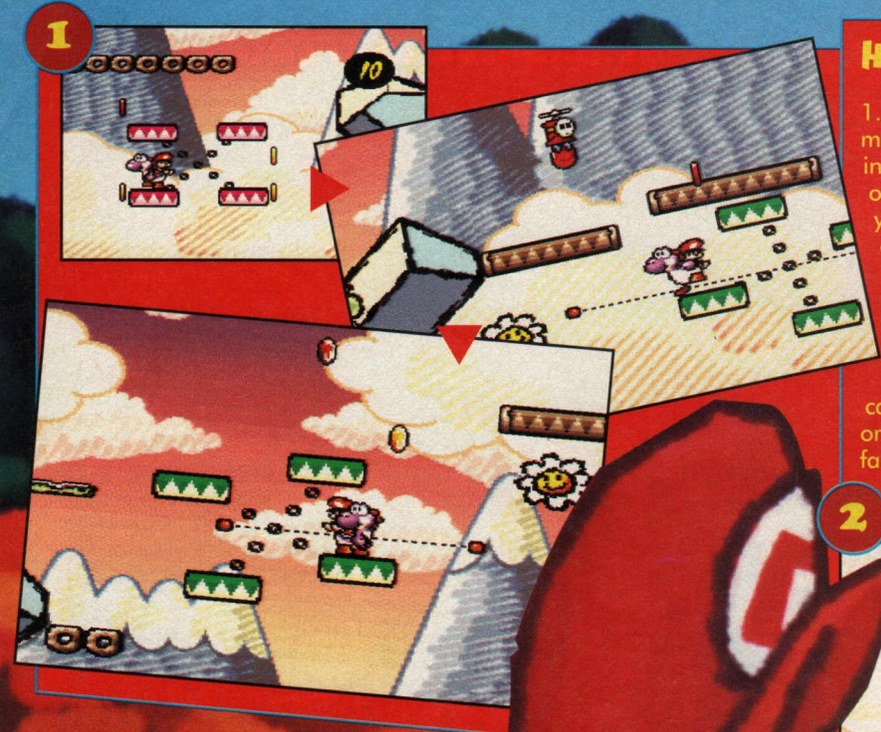
703 652222

BURT THE BASHFUL BEATING!

1. Drop down the first gap to get the flower and face two Burt Jr's. Getting rid of them by firing eggs should produce you some stars. Collect all the stars as you go over the lava and shoot at the cloud in the second section to make the bridge appear and again collect the coins. Jump on the see-saw and walk backwards and forwards making sure you do not touch the lava. Jump off the see-saw to the right and immediately jump back to the left and land on the high platform which is hiding a flower.

2. Now walk through to the end of the level and go through the second last door making sure you are armed with at least four eggs. Shoot the four nasties in the corner for the final flower. Now it's off to defeat the halfway boss.

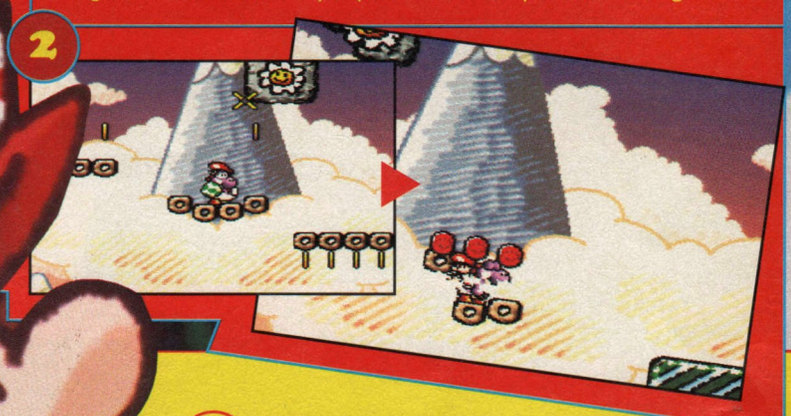
3. You have to be careful that Burt does not touch you whilst trying to defeat him as this knocks Mario off Yoshi's back and reduces your time. Use the small gap on the left-hand side of the boss screen and fire the eggs from there remembering to duck when he comes your way.



HOP! HOP! DONUT LIFTS!

1. This is the first tricky part of play because the level scrolls automatically. Get the coins and the flower by jumping onto the moving ledges. The next wheel has to be controlled by you so stand on the corner of the ledge so Yoshi's weight forces it to move. As you jump up onto the ledge there's a flying enemy holding red coins. If you have no eggs, you can jump up and use Yoshi's tongue to eat the coins.

2. Nothing is actually hidden in this level but make sure you have an egg for the final part as you need to fire it through a wall to get the last flower. To get the remaining five coins you can either stand on the platform to the right and fire eggs at them or jump on the collapsing ledges above the coins and as the ledges fall go into the coins and jump onto the next part of the ledge.

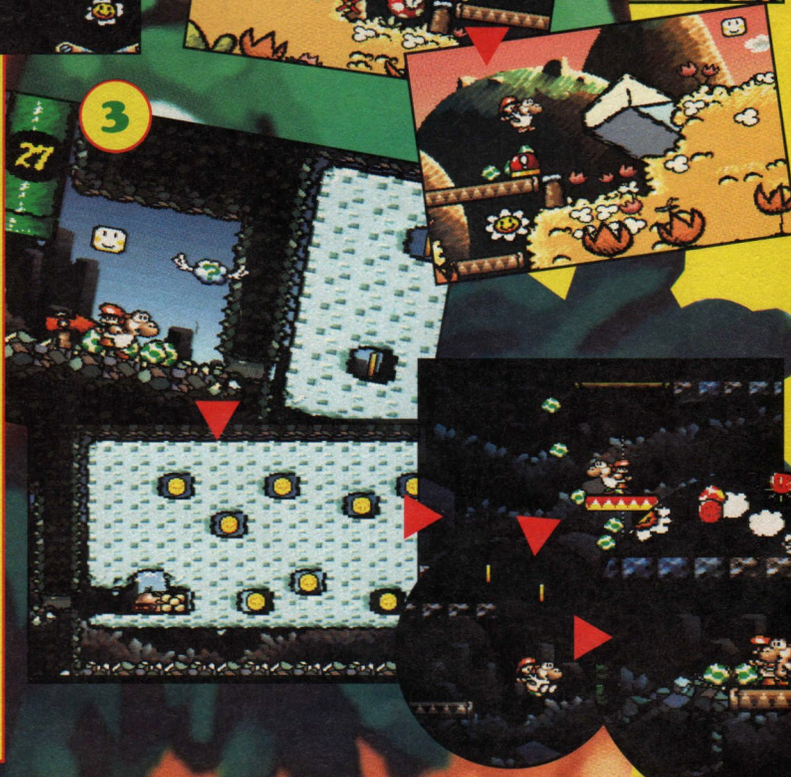


SHY-GUTS ON STILTS!

1. Before going down the pipe, use the spring and enter the door. Once inside, collect the eggs and kill the enemies to receive one red coin. Exit this and go down the pipe into the first dark section. Walk to the right and shoot at the floating spring making sure it lands on the platform. Jump on the spring and follow the pattern of the coins. When you land make sure you drop through the flippers and receive the flower.

2. Leave the section via the lift making sure you stay on it right to the top as there are some red coins to collect. Walk to the right and pound the stump below the red flower. Now walk under the bridge to collect the coins and flower. Continue walking to the right and drop down the gap. Fire at the red nasty and collect the coin in both corners. Shoot the cloud to make a red switch appear then jump on the switch and as before, drop down where the arrow points.

3. Yoshi now has to morph again, this time into a Mole Tank. Yoshi only has a set amount of time, so be quick collecting the coins. After leaving this section make your way to the second dark area and jump on the lift. When the lift reaches it's highest point jump up and get on the ledge to the left. Now fire an egg against the wall to the right so it rebounds up, back to the left before finally hitting the remaining coins and flower. Now drop down and make your way to the goal.



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TOUCH FUZZY, GET DIZZY

1. To get the first flower, drop into the gap and get Yoshi to float back to the platform on the left. Walk right and jump onto the yellow sections until you see two flashing eggs. Every time a flashing egg hits an enemy, it turns it into a red coin so make sure you connect with both shots. There are also two red coins in between the yellow sections that Yoshi can get at by spitting the pips from the watermelon, firing an egg or pounding through the sections.

2. The next section can be quite easy unless you hit one of the fuzzy balls. If one is touched, the screen goes all fuzzy and bobs up and down. There is nothing hidden in this section so getting through this shouldn't be too difficult.

3. The final section starts with Yoshi having to pound through the second bridge to get to the coins. Now jump onto the tree-stump and jump up. This causes a spring to fall so you can reach a hidden section. Enter this and walk right to the rock. Push the rock to the right and a cloud appears. Hitting this turns it into a large sunflower which takes Yoshi up to the final few coins.

SALVO THE SLIME'S CASTLE...

1. To get the coins at the start, jump onto the revolving barrels and jump again as soon as you land, otherwise Yoshi falls to the ground and has to repeat the process. This is more important with the second barrel as there's nothing but lava underneath it. Collect the coins and jump up the small platforms to the right to get a flower and exit the section.

2. Get on the moving ledge and stay on it until it takes you to the flower at the top of the screen. As soon as you hit the flower jump left and land on the top platform. Repeat the process except the second time jump right to another platform. Walk through the pipe to get another flower, then drop down and follow the signpost arrow to the next section.

3. Hit the green block to turn the green platforms round and make your way to the top until you're past the red platforms. Yoshi has to turn the red platforms round in order to get through the door on the other side.

4. There should be no other problems getting to the boss but you have to kill Burt without him knocking Mario off Yoshi's back. When attempting to kill Burt it's useful to know that Yoshi cannot be damaged. The only thing that hurts Yoshi is the small blobs that come out of Burt after every hit. Shoot him when he is as far away from you as possible and eat the small blobs straight away and he's a piece of cake.

NEXT MONTH: A WHOLE NEW WORLD!

Next issue we continue our traipse around the island with baby Mario and Yoshi so so get ready for further enlightenment from the guide masters. See you then tipsters!

A PLAYER'S GUIDE

DONKEY COUNTRY

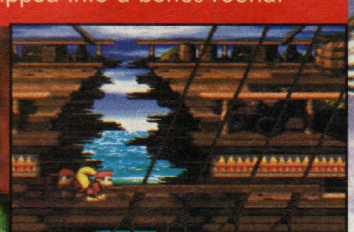
DIDDY'S KO

You've barely peeled the wrapper from your brand new copy of DKC2 and we're here with the first true path of enlightenment through the twisted undergrowth that swamps K. Rool's Island...

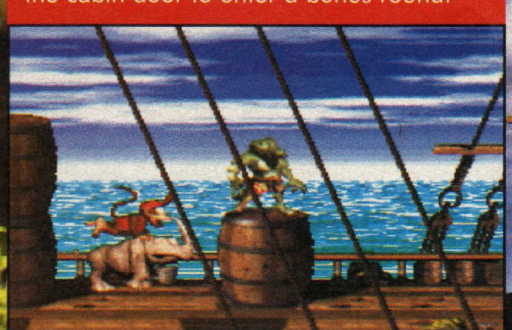
WORLD ONE - LEVEL 1

At the start of the level, jump down off the first platform and walk left into the cabin where a life balloon will be waiting for you.
Make your way down the first flight of steps and free Dixie Kong from her barrel. Walk back to where you started the level and throw Dixie into the air at the far left of the screen. From here a hidden cannon barrel will appear and you'll be shot across the screen, enabling you to collect oodles of bananas.

Jump down the hole in the ship and enter the right side of the ship, you'll collect the first letter in the level which is N, and you'll be whipped into a bonus round.



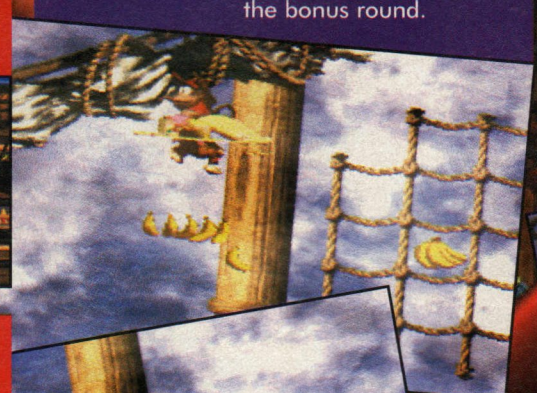
Once on Rambi, walk across the ship until you reach the point shown in the picture. Now charge up Rambi and burst through the cabin door to enter a bonus round.



Here you've got twenty seconds to kill off all the baddies to gain a coin. For an added bonus finish the stage with Rambi and you'll gain an extra two lives!

WORLD 1 LEVEL 2

At the start of the stage change over to Dixie Kong, run right, jump off the platform and helicopter spin over to the net. Once you've done this jump into the barrel for the bonus round.



When you reach the section where you're hanging from a line, position yourself in front of the first mast and jump directly up. If you have done this correctly you'll land in a cannon barrel. From here you'll be shot onto a platform containing a double life balloon.

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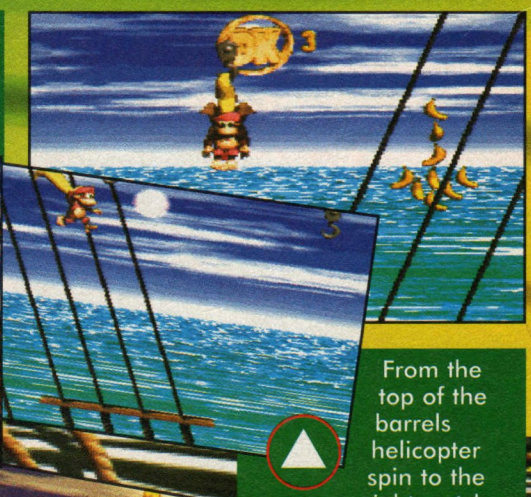
Y KONG TRY 2 ONG QUEST

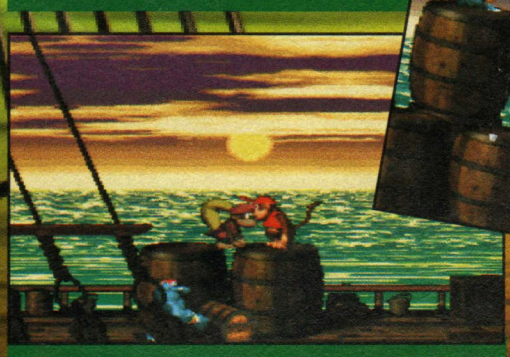
WORLD 1: LEVEL 3

At the start of the stage jump up to the top of the barrels to find the bonus stage.



From the top of the barrels helicopter spin to the right, catch the first hook and then jump along others to retrieve the hero coin that awaits.

When you come against Kruncha throw the DK barrel at him. Once this is done pick up the letter N.

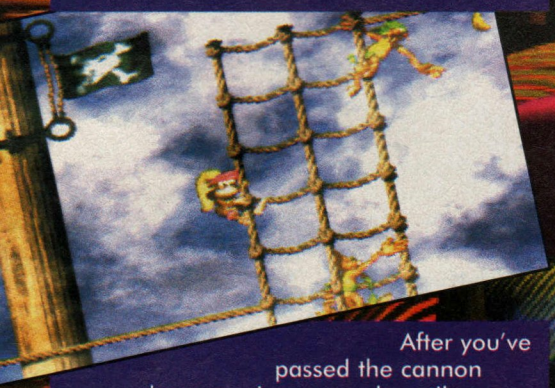


To gain the last letter run on in behind Kruncha with the Y button pressed. As you do this you'll pick up the chest and he'll walk into it releasing the last letter.

Once on the platform where the cannon ball is lying, pick it up and carry it left across the screen until you reach the cannon. Drop the ball inside the cannon to activate the bonus round. Now jump inside to enter the level.

WORLD 1: LEVEL 4

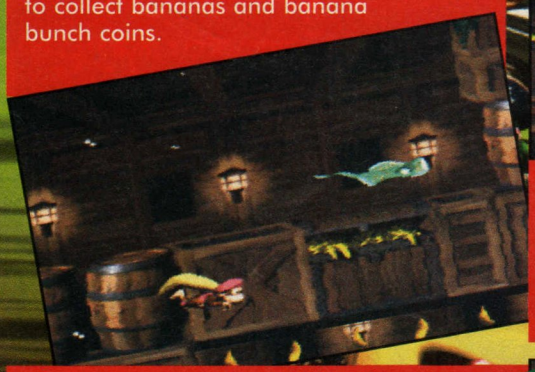
From the moment the screen appears hold right on the D-Pad whilst falling. Three quarters of the way down you'll land on a barrel. From here walk right and fall down the gap to collect some banana bunch coins.



After you've passed the cannon keep moving upwards until you pass the second line. Once the double columned, scramble-net is reached be on the look out for the two Klingers! Now move to the top-left corner, jump and then helicopter spin. If you've done it all correctly you'll land next to a bonus barrel which will reward you.

At the start of the level travel to the right of the screen until you come to the first letter which will be a K. Once you've done this the water level will rise rapidly. Quickly make you're way back to the start area and swim upwards into the gap. Then go to the right of where the banana bunch coins are found. Here you'll find a special barrel and once this is done you can complete the level.

Underneath the first Kong letter is a large box. Swim through this, avoiding Flotsam the stingray, then follow the route round to collect bananas and banana bunch coins.

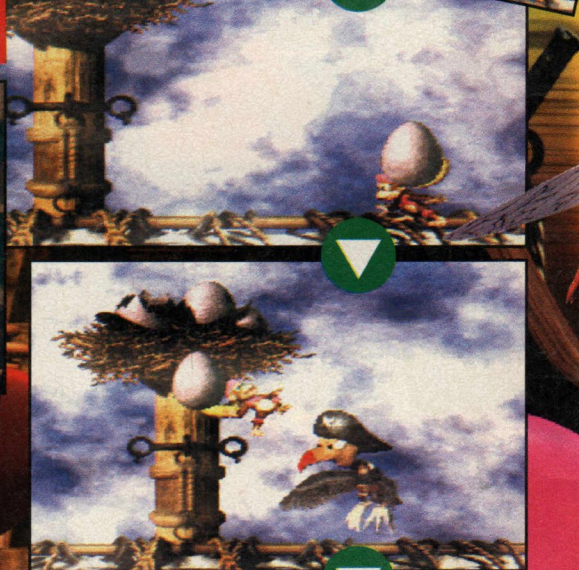


Once you've exited the passage keep swimming, but remain low to the floor. Lock Jaw will be around so be careful! You'll find Enguardes crate without too much difficulty now.

After you've passed the third DK barrel check out the top right-hand corner because floating around is the lovely letter N.

Be careful of Shuri the starfish at this point. Drop down into the gap just past the seaweed covered box and you can collect Enguarde again. As an added bonus move to the bottom left of the screen and swim through the boxes, here you'll locate a few more banana bunch coins.

When you discover the last DK barrel, swim directly up and left to collect the last letter of the funky-family KONG.



Once you reach the top part of the level, avoid the double-teaming Shuri's by swimming quickly across the screen. As soon as the water level drops be careful not to let yourself fall down. Instead quickly helicopter spin, using Dixie Kong, and land on the adjacent platform. Now you're a hero and you've got a coin to prove it!

WORLD 1: LEVEL 5

Make your way to the platforms shown in the picture and you should reach the mast which was at the start. Travel up it with the aid of Rattly and at the top of the mast will be the first bonus barrel.

Make your way to the fourth line and travel half way across the rope. Above should be two Flitters which kind of help you even though you have to be wary. Now jump up to catch a hidden hook and use the Flitters as your stepping stones so you can reach the second groovy bonus barrel.

To defeat this rather large excuse for a pigeon, jump on the eggs as they bounce and once they've stopped moving pick them up and throw them at the boss. When the bird changes tactics and starts to fly into the mast knocking the eggs out of the nest, keep moving left and right until one of them settles on the ground. Now pick it up and throw it and repeat this process until the bird falls. If you look above the nest there are two coins to be collected. To do this bounce off the eggs when their in mid-air and you should be able to collect them with ease.

HERO WORSHIP!

If you wish to add to your collection of hero coins. We suggest that after you complete the 2nd bonus stage you make your way upwards until the second rope ladder is reached. Jump right and land on the platform where the coin can be located.

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WORLD 2: LEVEL 1

At this point there are two platforms with a Klampon guarding each level, throw the chest at one of them, and a cannon ball will be released. Now, pick it up (Do not throw at the other Klampon) and carry on moving across the level until you reach the cannon. Throw the ball inside to activate the point-tastic bonus stage.

When you reach Squttier's crate jump on his back and from make your way directly up using his web platforms. Once you reach the top of the screen a Hero Coin will be waiting.

WORLD 2: LEVEL 2

Change to Dixie Kong. On the first platform run right and helicopter spin off of the edge and you'll fly into a bonus barrel.

Once you're in the first bonus barrel run to the right and helicopter spin off the ledge to collect the Hero Coin.

To reach the second bonus barrel move yourself to the right side of the screen. Now wait for Mini Necky to swoop down at you and now move left. Now jump off Necky into the second bonus barrel.

If you jump to the platform directly beneath the third bonus barrel and then jump to the right you'll see a barrel with a picture of Diddy Kong's face on it. Now jump onto the barrel to gain the letter N for your KONG collection.

Jump off the second from last platform of the level and fall to the left. Here you'll land on the platform supporting the third bonus barrel.

WORLD 2: LEVEL 3

Swim straight down until you reach the bottom. Now swim through the boxes to the right and you'll now see Enguarde's crate.

When you reach Enguarde's no-go area, pick up the barrel and jump down to the stop sign. Now throw the barrel at the crate to the right to enter a bonus round where you'll earn the chance to earn a Krem Coin.

From here swim down through the box below to get to the Invincibility barrel. Now continue swimming right to reach the Hero Coin. Quickly make your way to the cannon barrel to boost yourself to safety.

WORLD 2: LEVEL 4

Avoid the lava using the balloon and jump to safety. On the above platform there'll be a pair of Kruncha's. Stay where you are and charge Rambi into the wall to the right of you to reach the bonus level.

At this point jump onto the balloon and float left into the rock. Precisely in the middle will be a hidden bonus barrel.

WORLD 2: LEVEL 5

As you make your way upwards, on the third level on the left-hand side of the screen there will be an option to jump into the cannon barrel above or helicopter spin to one on the right-hand side of the screen. Spin into the right barrel and then blast yourself right again and then one more to enter the bonus barrel level.

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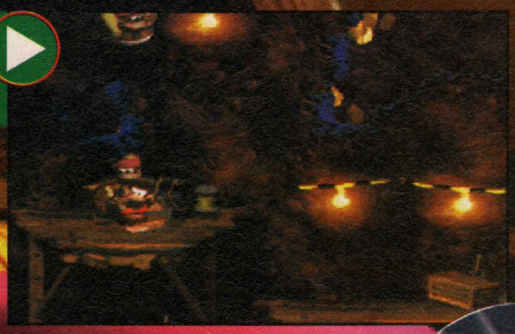
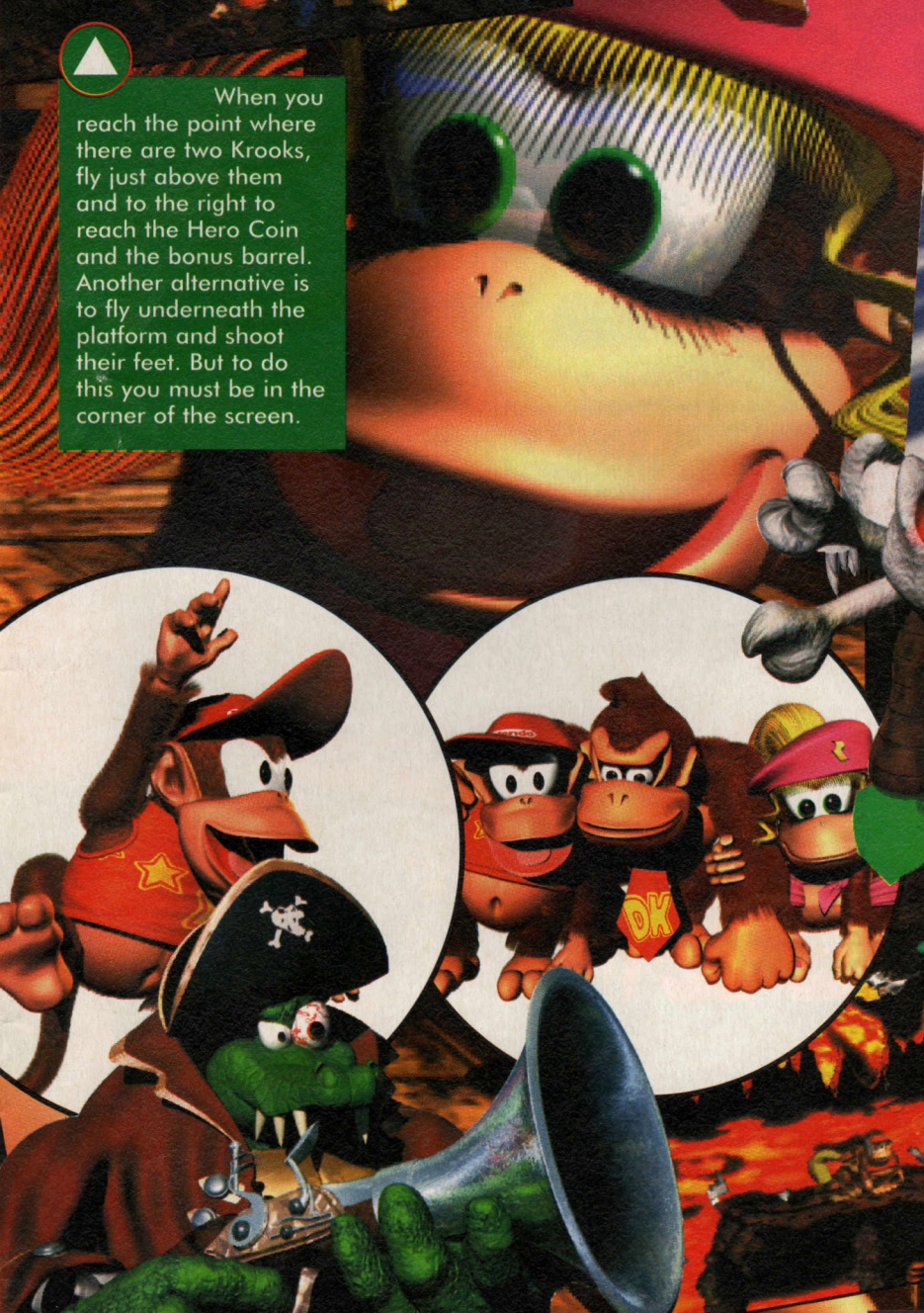
About two platforms to the left after the first bonus barrel you'll see this platform, throw Dixie in to collect the goodies!



Avoid the fireballs as they're hazardous to your health. When the cannonball drops throw it at the sword and quickly make your way over to the other side of the lava using the hooks. Once on the other side wait for the cannon ball to drop, throw it at the sword and repeat this a couple of times. Next the boss will change tactics. So, jump over the sword when it shoots and throw the ball at it. Move to the other side as fast as possible and repeat the process. A couple more hits and the boss will be defeated.

When you reach the point where there are two Krooks, fly just above them and to the right to reach the Hero Coin and the bonus barrel. Another alternative is to fly underneath the platform and shoot their feet. But to do this you must be in the corner of the screen.



I've got some bad news for all you would-be Men Of Letters who've written into NMS this month – I'm in an absolutely foul mood. And it's Dave, our 'esteemed' Editor, who's to blame. You see, for the past month he's been whittering on and on about his all-expenses-paid trip to the Shoshinkai Show in Japan, boring the NMS team stupid by bragging about how he's actually played Super Mario on the NU64 and winding me up with tales about all the delicious raw fish he got to eat. And he never even brought me back a tasty tiddler to try! The selfish git! Perhaps you can brighten me up in time for next month by sending a letter to: SMELL MY SWEET SUSHI AND SMILE, MAILBAG, NMS, 30-32 Farringdon Lane, London EC1R 3AU. And if I do cheer up, I might even give away a brilliant OCEAN game to the sender of the best letter or piccy...

ASK A STUPID QUESTION...

Dear SEAL,
Why are the mountains so high?
Garth Joseph, Stockwell.
SEAL:Because the valleys are so low, of course you fool. Next!

LISTLESS LISTING!

Dear SEAL,
Don't you think it's obvious that the NU64 will come out on top in the Battle Of The Next Generation consoles? There are thousands of reasons why this will be so. Here are the top ten reasons:
(1) It's made by Nintendo (the best possible reason).
(2) It's 64-bit as opposed to 32-bit.
(3) Silicon kicks optical's butt any day.
(4) It's only £200 as opposed to £300 and £400 for the opposition.
(5) It has a faster CPU.
(6) Just take a look at the Dream Team.
(7) Killer Instinct, Cruisin' USA, Monster Dunk, possible reasons of Mono, Zelda, Kirby and Megaman... Need I go on?
(8) It has four (yes, you heard me – FOUR) joystick ports.
(9) Look at Donkey Kong Country – NU64 has the power to do four times this!! (I am going to faint.)
(10) If Nintendo do decide to release a CD add-on, it will obviously have to cost less than the NU64 so if you were to buy the two together it would still cost less than a crap Saturn!
I would also like to say I for one will be fully behind Nintendo in its Virtual Boy venture – I think it has nearly as much potential as the NU64. I'll be buying both.
Jude Mapp, Sligo, Ireland.
SEAL: I hate people who write in with long, pointless lists trying to tell me something I already know – and here are ten great reasons why:
(1) It's really, really boring.
(2) It tells me nothing new.
(3) Er...
(4) Um...
(5) Well, you've got the idea by now, haven't you?

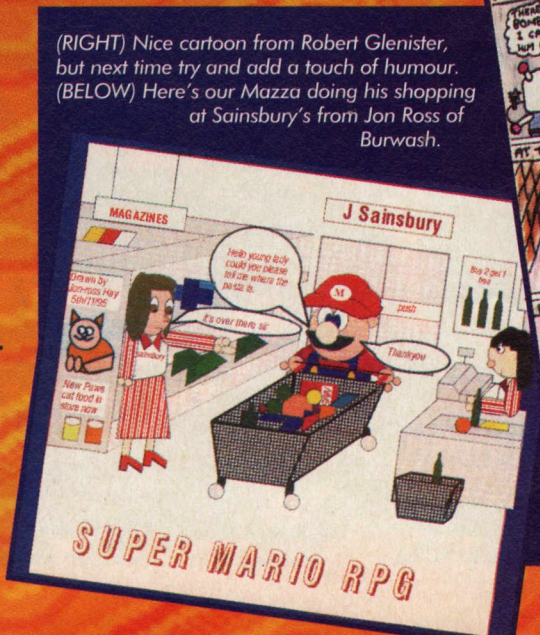
WE'RE SORRY!

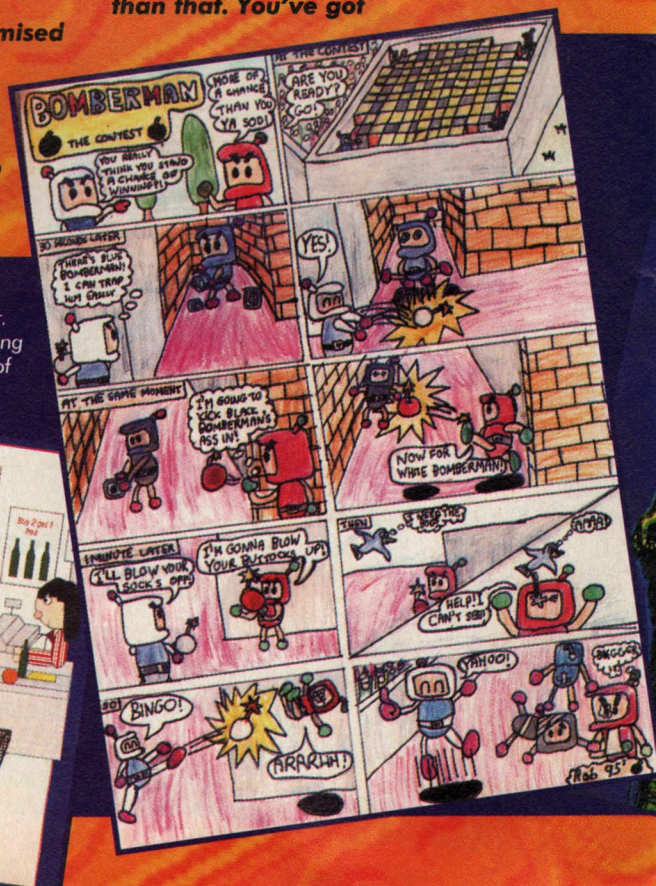
Dear SEAL,
Why oh why oh why in NMS #37 at the end of the Mortal Kombat 3 tips did you say that the other seven characters' moves and other stuff would be in the next month's issue? I wanted to know the rest of the moves as I had mastered all of the others so, when I got my pocket money last Monday night, I rushed down to the local garage, grabbed the new NMS off the shelf, walked to the counter and paid for it with my hard-earned pocket money. When I arrived home a few minutes later, I turned straight to the Nintendo Help System where I found the tips to Killer Instinct and a few other games. Growing increasingly worried, I flipped over a few more pages and found Doom as in the last three consecutive issues!!! I thought "The MK3 tips must be after this" but no – instead I found ISS Deluxe. "Fair enough" I thought, "they must be after this" but all I found was a special feature. I was very disappointed about this, and there were no apologies or anything.
Eddie Barron, Tamworth.
Er, yeah... (Blush) About those promised MK3 tips... (Shuffles feet in slightly embarrassed fashion) Look, the NMS boys have told me to tell you that they're really sorry about that. What with Andy preparing to depart the NMS helm and Dave getting ready to take over, things were a little bit hectic that issue and the MK3 tips sort of fell down the back of the sofa and got lost, if you know what I mean. Normal service was resumed as soon as possible, though – as you'll have seen, the final part of the player's guide was published last issue. It won't happen again, promise – at least, it won't if Seal has anything to do with it.

YOU WHAT, MATE?

Dear SEAL,
I'm just writing to tell you exactly why I need the Ocean game. I own a Super NES with only three games, which are good, but as you can imagine I get a bit bored of them every now and then. So a new game would brighten up my life immensely. And even though I love my Super NES to death, but come March I'll have to sell it because I want some money to get an NU64 – and an extra game will make all the difference to the price I'll have to pay.
Michael Cleavely, New Malden.
SEAL: I'm sorry, chummy, but if you want to win an Ocean game you're going to have to do a little better than that. You've got

(RIGHT) Nice cartoon from Robert Glenister, but next time try and add a touch of humour. (BELOW) Here's our Mazza doing his shopping at Sainsbury's from Jon Ross of Burwash.





to earn it by writing something witty or drawing a top piccy – simply going "please, please, please" just ain't good enough. And saying that one of the reasons you want a free game is so that you can sell it is a double no-no! What do you think this is – a flaming charity or something?

YOU WANT SOME?

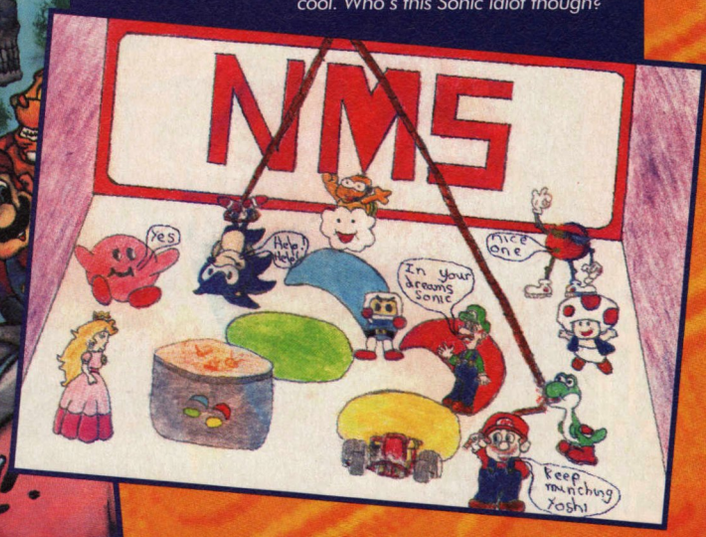
Hey SEAL,
If you don't publish my letter I'll send Big Al's men round to kick your head in – and then they'll cut your flippers off and feed you to the sharks. So I'm telling you that you're a right anus and that most – no sorry – ALL the replies you write are crap. Oh and by the way, how the hell do you manage to write with your stupid flippers? By the way, the magazine you work for is cool but you're not at all, so ha!
P.S. Put my picture in the magazine or I'll go round to your grotty little house and rip your grotty, fishy head off.
Basputin.
SEAL: Oooh, I'm scared. So scared, in fact, that your grotty little scribble of a picture is now decorating the inside of my wastepaper bin. And I'll tell you how I write with my flippers – by my sheer force of will.

DOUBLE DUTCH

Dear SEAL
I complain that in Seal's mailbag there are hardly any letters from the Benelux. You must have been preferring the Britons. What are you saying? You have already dumped the letters from the Benelux somewhere on a desert island, haven't you? It's sheer racism - shame on you! If this is indeed true, stop it! I wrote NMS countless letters, and my little sister Laurelle sent you a superb drawing of Tank Girl. I want to know where you are keeping her picture (and my valuable letters). You threw it away, didn't you? I (and Laurelle) are very disappointed in you, and what's more, I'm totally heartbroken. Sob, sob, sob...
By the way, my invincible Ajax is better than the amateurish Blackburn Goofies, er, Rovers. WE (I and Ajax) ARE THE CHAMPIONS!!!
Why isn't NMS written in Dutch???
Laurel ten Geildam, Apeldoorn, The Netherlands
SEAL: You're right, Laurel – the reason your letters and pictures haven't been printed is because I have indeed been "preferring the Britons". But that's probably because NMS is a British magazine, which might also explain why it isn't written in Dutch. Simple when you know how, isn't it?

(BELOW) Now this I like Mr. K and the Koz! I wish I knew what in grilled kipper's name it was though! I'm baffled.

(LEFT) At last someone who can draw. Top flipper type respect to Richard Hutchinson.
(BELOW) Kevin Cumberland's tribute to NMS is cool. Who's this Sonic idiot though?



COME ON YOU SAINTS!

Dear SEAL,
I have a number of points that I would like to make. Firstly, in Issue 39 Shaun said that he loved West Ham and hated Southampton. He also says that Southampton are rubbish. Well I would just like to point out that it was Southampton that knocked West Ham out of the Coca Cola Cup. So get down Shaun.
Secondly, I would like to say something to all you so-called Nintendo fans who are threatening to get a Sega Saturn or a Sony Playstation – it will be us loyal fans who will have the last laugh. We will have a decent machine with 64-bit technology. We won't be the ones stuck with 32-bit machines with 64-bit graphics. We will have a decent machine that licks the pants off the crappy Sega machine. We will have this luxury and save £50-100 on the price, all because we waited for months and all those silly impatient disloyal people didn't!
Thirdly, I would also like to get some information about the add-on to the NU64. Will it be CD-based? Could it give the NU64 better processing power? And how much is it likely to cost? I would really like it if Nintendo Magazine would run a feature or two on it in the very near future.
J. Walker, Derbyshire
SEAL: Shaun thanks you for your enlightened comments about West Ham, and he says he hopes to meet you down a dark alley very soon. And remember: thanks to your neatly-written letter, HE KNOWS WHERE YOU LIVE! And I thank you for your equally enlightened comments about those sad fools who are contemplating buying one of the NU64's sad rivals – they know who they are.
As for your request for info about the NU64 add-on, you can go and get lost – this is my brilliant mailbag, not dull n' dreary Q&A! Anyway enough said. Matron next patient if you please!

COMPLETELY BATTY!

Dear SEAL,
Here is a poem that I wrote while I was hangingupside down from the rafters of my attic, sucking the blood from my little brother's neck.

I am not a bat,
So don't call me that.
I am not a bat,
So don't call me a rat (with wings).
Honest I'm not a bat, Fancy that.

Count Von Del, Bedwas.
SEAL: Cheers for the well-chosen words, Count. I've got a poem for you, too.

You are not a bat,
You are a prat,
So please shut up
and bog off!

OCEAN PICTURE OF THE MONTH!

Look at these pair of old crocs from Fredric Welander from the fjords of Sweden. Being a Seal of quality I'll never end up like these doddering old fools!

Q&A

READER SYSTEM

Now that the NU64 is more than just a twinkle in Mario's eye, I'm sure you're all bursting with questions about it's 64-bit superpowers that you're just dying to ask me. So why suffer in silence? Scribble 'em down on a scrap of papyrus and wing them my way via that service many are already calling "the mail" – I'm waiting here at EMAP Towers, ready and willing to satisfy your every Nintendo-related desire. The address, as always, is: DON'T TEASE ME – PLEASE ME, Q&A, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

Q AU REVOIR, SUPER NES?

Dear Dave,
Please could you answer these questions:
(1) Will the Super NES be out of fashion in the next year because of the introduction of the Nintendo Ultra 64?
(2) What should I buy next – Primal Rage or Weaponlord?
(3) Is Donkey Kong Country 2 out this very second?
(4) Is there a Mario game coming out for the SNES?
Scott McKie, Maylish, Ireland.

A

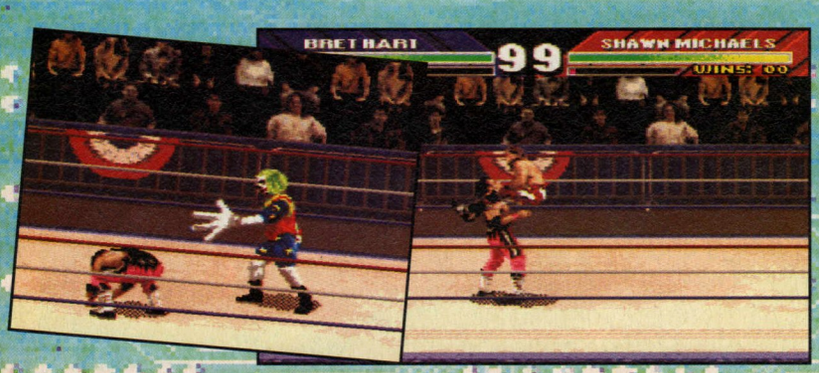
DAVE: (1) No way – Nintendo have got loads of games in the pipeline for it. After all, they're hardly going to forget all those millions of happy Super NES owners, are they? (2) Oh, an easy one – Weaponlord, for sure. (3) If everything has gone according to plan... YES!!! Go and buy it this very instant! (4) Er, what do you think Yoshi's Island is? Donkey Kong Country 3 or what?

Q THE INEVITABLE NU64 QUESTIONS

Dear Dave,
(1) Is it true that the 'bulky drive' is to be released a year after the NU64?
(2) I think that the Sony ads are crap and that the Saturn ones are dull. I hope that Nintendo turn out better ones.
(3) I played Wrestlemania in the arcades and it had eight characters. I know it's on the SNES, but is there any chance of it coming out for the NU64?
(4) Why do you keep awarding stars when you said the competition would end in April '95?
(5) Now that Namco have signed up for the Dream Team, any chance of Tekken 2 for the NU64?
Lee Turley, Birmingham.

A

DAVE: (1) At the Shoshinkai Show it was confirmed that the bulky drive was in development and was likely to see the light of day at the next Show, i.e. November 1996. However, whether the drive will actually be available to buy soon after that is unknown as yet. Naturally, we'll keep you posted though. (2) Er, yes, so do we. (But let's face it, they couldn't be any worse, could they?) (3) Unlikely, I feel – Nintendo is keen for developers to take full advantage of the NU64's state-of-the-art hardware, so straight conversions of old-ish coin-ops are unlikely. However, I'll bet my favourite joypad that sooner or later there will be some sort of wrestling game for the NU64. (4) Because we can, okay? (5) It's not likely, for the same reasons I gave earlier regarding Wrestlemania on the NU64. Don't worry, though – the NU64 is capable of 3D fighting games that will make Tekken 2 look like Mortal Kombat on the Game Boy.



Q CD OR NOT CD?

Dear Dave,
(1) Will the Killer Cuts CD be bundled with the NU64 version of Killer Instinct?
(2) Would it be possile to run a CD and a cartridge at the same time? This way while the CD is loading, the cartridge can take over and we could hold more information.
(3) Will there be any Donkey Kong games on NU64 or Virtual Boy?
(4) Are Rare working with the Virtual Boy? IF NOT, WHY NOT?
(5) What is a HDTV?
Chris Parker, Newbury.

A

DAVE: (1) Well, Killer Instinct isn't coming out on the NU64 so the answer's likely to be no. However, Killer Instinct 2 is, so maybe Killer Cuts 2 (or something like that) will be. Wait and see. (2) Sure, it's possible in theory, but CDs (or 'bulky disks', as they will be – and remember that the bulky drive isn't a standard CD-ROM drive) will carry so much info it's hard to see the need for a cart as well. (3) Rumours abound that Rare are working on a version of Donkey Kong for the NU64, but as for the Virtual Boy... Well, stranger things have happened. (4) Rare, being the secretive souls they are, won't tell, but it's not beyond the bounds of possibility. (5) HDTV stands for High-Definition Televison, which is a TV set capable of displaying a much sharper, clearer picture than is currently possible. Don't start scouting around your local electrical shops for one, though, because they ain't available over here yet.

Q AM I DOOMED?

Dear Dave,
Please answer my questions or I'll pour coffee on your pants.
(1) My mother got me Doom for Christmas – do you think I should have gotten Killer Instinct instead?
(2) What percentage did Killer Instinct get in the free booklet with Issue 36? (Unfortunately there was no book with my issue.)
(3) Do you think £44.99 was a good price for Doom?
(4) Do you think there will be a Doom 2?
Michael Sheil, Ballinlough, Ireland.

A ***DAVE: (1) They're both excellent games, so you'll be more than happy with either of them. (2) It got an eye-blistering 95%! (3) That's a personal matter between you and your wallet. (4) On Super NES? Who knows? Apparently, however, Doom on NU64 is so drastically enhanced that it's effectively a whole new version of the game, and Quake (the 'proper' sequel to Doom) will be coming out on NU64 too!***

Q A BOY RACER WRITES...

Dear Dave,
Answer my questions or I'll show the world that photo I've got of you... ha!
(1) What's the best racing game on the Super NES other than Micro Machines?
(2) What's the best buy, Theme Park or Sim City?
(3) Are there any cheats for Clay Fighter 2 and, if so, can you tell me them?
(4) Are there any cheats for Powermonger?
(5) What is the best football game for the Super NES?
(6) What's the best beat-'em-up?
(7) Loads of people say MK3 is dead good but is there any point buying it if you already own MK2?
Andrew N. Stafford.

A ***DAVE: (1) Micro Machines 2! Ho-ho-ho! (2) They both good, but Theme Park has the edge in our books. (3) This is not a tips helpline, try ringing the Nintendo Hotline on (01703) 652222. (4) I repeat, this is not a tips helpline, blah, blah, blah. (5) Aw, come on, you must know this – ISS Deluxe from Konami. (6) What do you think – it's gotta be Killer Instinct. (7) Oh yeah – it's got more characters, special attacks and finishing moves than MK2 can even dream of. So, you'd best buy it!***

Q IT'S CAPTAIN SENSIBLE!

Dear Dave,
I have some very sensible and important questions to ask you about the NU64, please answer them:
(1) Will all the games be affordable for the NU64, i.e. will they be under £60?
(2) Will the NU64 games system definitely be released in April '96?
(3) Any chance of seeing games based on the Alien films for the NU64? You see, I remember seeing an Alien game being made by Acclaim on the Gamesmaster TV show, please tell me that version is being made for the NU64. If yes, I can't wait to get my hands on it.
(4) Will there be a lot of sims, beat-'em-ups and Doom-style games for the NU64? They are the kind of games I like.
(5) Is it true that you get Killer Instinct free when you buy the NU64?
(6) Will I be able to add on a CD player, watch CD films and play VR games on the NU64 in the future?
(7) Will the NU64 really be under £300, and will the games be good quality and playable?
Wayne McKenzie, London.

A ***DAVE: (1) According to Nintendo, NU64 games will cost ¥9800 in Japan – which is the same as Super NES games. Some other, lesser mags have claimed that this means games will cost nearly £100 in the UK. Well, they obviously can't work out their Yen to Pund conversions properly, as ¥9800 translates to about £60! (2) As far as we know, yes. (3) The game you're talking about is called Alien Trilogy – and yes, it's coming out on NU64. (4) There will be games of all types, including the ones you mention and some you can't even imagine! (5) Nope. (6) Nope, though you will be able to buy the much talked about bulky drive. As for VR applications... well, the machine's awesomely powerful, so it's not an impossibility. (7) As we said last month, Nintendo are aiming for a price of around £200. And as to whether the games will be good quality and playable? Hey, this is Nintendo – so what do YOU think?***

Q A STRANGE MORTAL!

Dear Dave,
Answer these questions or I'll get Kintaro (my little brother) and Motaro on you! The other day I was playing MK2 on my Super NES and I totally messed up the game (deep breath) by selecting Shang Tsung, morphing into Sub-Zero, winning the round and perorming the first part of his freeze-shatter (timing is crucial). I then held down HK and morphed into Mileena. I performed her suction fatality and my opponent turned green!
(1) Has this ever happened to you?
(2) Do you know of any other strange fatalities along these lines? If so, what happens?
(3) Is there a Sonya nudeality on the Super NES?
(4) Which game should I buy next? I was going to buy KI, until I saw your DKC2 review. Can it really be THAT good?
(5) Incidentally, why is Chris such a hard target? (From Peter Piper's sniper.)
Peter Piper and his sniper, Yoshi's Island.

A ***DAVE: (1) No, thank god! (2) Nope – it sounds to us like you've found a minor bug in the game. (3) Get outta here, ya sad lad! (4) DKC2 is supremely excellent, and over the last month or so of playing it we've even started to think that we might have under-rated it! (5) He's not a hard target, he's a soft target – that's why we pick on him constantly and without remorse.***

PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER MARIO

It's very nearly here and, as usual, your favourite Nintendo mag gets the drop on the opposition. So trim your 'tache, buckle up your overalls and grab your plumbers bag 'cos we're going on a grand tour around Super Mario's RPG...

You know, just recently we've been treated to a real bevvie of top Super NES titles. After the beautiful-looking Diddy's Kong Quest and the brilliant playability of Yoshi's Island we thought we'd reached the summit of Super Nintendo gaming. But we think we may just have to slice up our words with a knife and fork and eat them, because Super Mario RPG looks like it's going to be the absolute bog's dollocks. Read on for the full SP on the game that could be a real super-heavyweight...

OPENING TIME...

These shots show us the opening sequences of Mario's adventure and explains why he's got to put down his U-bend wrench and find Princess Toadstool. Yet again it's Koopa that's kidnapped the mushroom girl and whisked her off to his castle (which is probably not really a good place to take her, as Mario knows exactly where to look and he only lives next door). Anyway, after a hellride of a journey and all the normal crumbling bridges, etc., Mario catches up with Koopa. Mario promptly kicks the poo out of Koopa and then, just as he's really gonna smack him, this giant sword from another dimension pierces the castle in two and thus starts Mario's first true role-playing experience.

RPG

SUPER MARIO RPG

I HEAR MUSIC AND THERE'S NO-ONE THERE...

One of the more bizarre happenings in Mazza's role-playing fest occurs when he visits Kero-Kero Lake. On one side of the lake stands Husky Mushroom a composer who's in dire need of some inspiration. This unfortunate task falls to Mario, who has to cross the lake jumping on the tadpoles to reach Husky on the other side. Once he reaches his destination the route that Mario has taken becomes music. If the frustrated Beethoven likes what he hears then Mario gets some well-deserved special object.

GONNA GET MYSELF EFFECTED!

Mario RPG features some amazing effects and spot-animations that will simply amaze Super NES owners. It's testimony to both the programming team and the machine's ability to keep pushing its boundaries further. Just check out some of these shots featuring some explosions and magical effects. Brilliant, eh?

NEW WORLD ORDER

As you can see from this rendered map of Mario's plumbing round there's plenty of dodgy U-bends and houses with leaky taps for him to attend to. But far more important than showing his earning potential for doing odd-jobs around the land, this map illustrates all the locations in Mario's RPG.

MUSHROOM COUNTRY

A peaceful land where Princess Toadstool and the Mushroom people live. It's a totally chilled-out place where all the inhabitants seem to be totally pro-royal and love the toady one with seemingly endless devotion. Mind you, we've heard Mario's quit keen on popping round to strip her lagging. His van's always parked in her drive!

BARREL VOLCANO

Apparently, years ago monsters lived at the foot of this peak and got so angry that they triggered off the lava which covered the whole of Mario World. Now, while it's dormant, the centre is still bubbling away with magma and part of the plot sees Mario bouncing from rock to rock.

THE SUNKEN SHIP

Straight out of 20,000 Leagues Under The Sea this one, as Mario has to visit a ship which was attacked by a giant squid and went down with its treasure. Apparently, many have been to search for the booty and never returned, so it's a fair old guess that Mario'll have to go looking himself.

MERRY-MARRY VILLAGE

This Gretna Green of Mario World is where the inhabitants of the land get themselves hitched. There's a church there and a hotel with bridal suite to, er, rest in, after a heavy session on the mushroom beer at the reception.

BOOKY TOWER

Booky fancies himself as a bit of a practical joker and subsequently his tower is full of traps and tricks which hinder our Mazza on his trek to save Princess Toadstool. It's a huge location and will take Mario aeons to explore, especially with Booky taunting him from his miniature train-set and his cohorts perpetually laying fresh traps.

KERO-KERO LAKE

Kero-Kero lake is a series of islets that lies off the coast of the Mushroom Castle. The main geezer that dwells here is the infamous sage of knowledge, the Frog Hermit, but he's got loads of mates in the shape of the Tadpoles. Here's where Mario'll find a lot of information to help him on his quest as this archipelago boasts the Fountain of Rumours.

THE HILL OF STARS

Allegedly the place in Mario World where all the people's wishes, having been transformed into stars, come back to earth. So, when Mario's adventure brings him to the Hill of Stars, he'll be able to have a sneaky look at what Princess Toadstool's wishes are. I'll bet he'll be wishing that she wants her washers tightening!

HIDE 'N' SEEK...

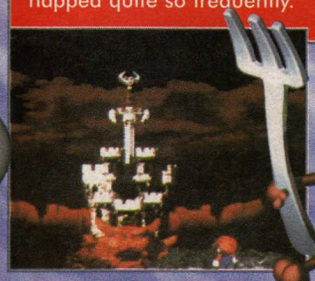
Just like all the other Mario games, Super Mario RPG features a host of secret locations, hidden rooms and shortcuts that take you to other areas of Mario's manor. So you'll have to keep Mario's eyes peeled as you journey through his role-playing antics.

FOREST OF DELUSION

This forest is thicker than our designer Chris, so it's gonna take our plumbing protagonist quite a while to trudge through the muddy undergrowth that is the Forest of Delusion.

KOOPA'S CASTLE

As you can see from the render Koopa's Castle has been split apart by a huge sword from another realm. You'll also notice that Mario's and Princess Toadstool's places are so close to Koopa's they might as well be part of a terrace. You'd have thought that they'd have moved away from the annoying oik to a different area so that Princess Toadstool wouldn't get kidnapped quite so frequently.



MARIO'S PIPE HOUSE

This is Mario's very own rendered gaff. Here's where he returns to re-charge his batteries after battling away against Koopa's evil hordes and collect his toolbag when he's got a leaky pipe to repair.

MARSHMALLOW COUNTRY

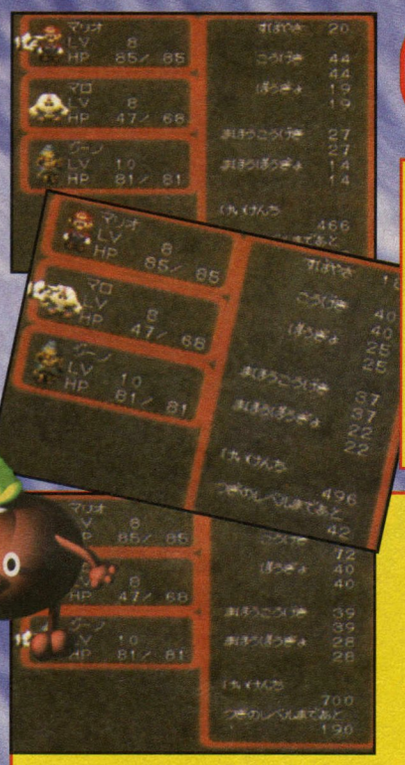
This cloud-based land seems a strange place for Mario to visit, but then again it seems like a pretty weird place for anyone to visit. As you can see from the map, the only visible entrance and exit to the land is via that rather large vine that's growing out of that massive plantpot – how very panto!

PLEASE RELEASE ME, LET ME GO...

After ardent campaigning Mario's role-playing antics are going to get an American and European release after all. Initially Nintendo of Japan felt that the role-playing market in Europe was just too slender to bother converting for. But after some head-scratching, not only did they decide that it was going to make our shores, but they'd enhance the combat system and make the challenge tougher to help the game appeal to British gamers. Unfortunately, no official date has been set for Mario's release, but expect his finest game to date before the middle of Spring.

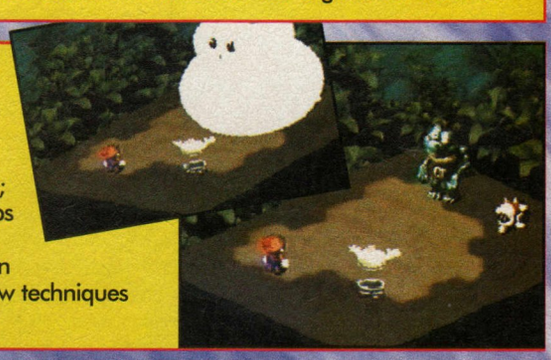
STATS THE WAY I LIKE IT!

If you thought that Mario was going to have to troop around this huge land without any help, then think again because in classic role-playing fashion he takes some of his mates along with him. As you can see from this stats shot, Mario has the best all-round resistance to damage because of his vast amount of hit-points. Below Mario, that round chap is Maro and he's pretty adept at magic, which you'll need to use quite alot. And, moving down further, you can see Jean's stats which make her a good all-rounder.



THE FAMOUS FIVE

In the little plumber's adventure each character has five very definite characteristics which go to make up their abilities. Whether friend or foe each of the game's characters has a rating for speed; attack and defence strength; and magical attack and defence strength. As Mario plumbs his way around, each of the characteristics improve with experience and the discovery of special objects. Also, when characters reach a certain levels they can start to learn new techniques and pick up new skills. Pretty classic RPG stuff, really.



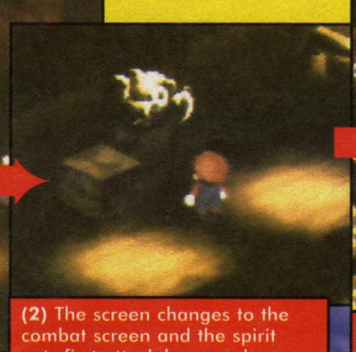
FLOWER POWER!

Throughout the whole of Mario's campaign he has to be on the lookout for special flower points. Picking these up or finding them in bonus locations is the crux to the magic system in the adventure. The more of them you have, the more magical energy the team has to spend. Unfortunately, as Mario moves up the levels, so the amount of flower points have to be spent on more complicated spells increases.

COMBAT ROCKS!

This series of shots should help demonstrate to you just how the combat system works in Mario's adventure. This sequence comes from an encounter in the sunken ship.

(1) Mario enters the ship and is attacked by an evil spirit.



(2) The screen changes to the combat screen and the spirit gets first attack because he surprised Mario.

(3) His special-attack hits Mario and saps his energy.

(4) It's Mario's turn now and he's well miffed at that shot right in his toolbag, so he employs some magic and knocks the stuffing out of the ship spirit.

GAME DATA

- GAME: SUPER MARIO RPG
- BY: NINTENDO
- RELEASE: 9TH MARCH 1996
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 32 MEG

Romanc

Why is that all the pesky kids in these RPG games are free to go where ever they like, stay out alone all night in hotels and don't even phone home to their parents to let them know where they are. When I was a nipper I had to be in before the street lights came on or I was grounded for a week. Tsk! Kids today, eh?

You've probably never heard of The Romancing Saga series of RPGs, but if you were Japanese it'd be a different story entirely. You see, our Far Eastern friends just love 'em to death, so much so that the third game in the series has just been released to wild public and critical acclaim. Of course, RPGs are ten-a-penny in Japan, so why have we decided to bring this one to your attention? Because it's written by a company you may have heard of, namely Squaresoft, the masterminds behind such classics as Secret Of Mana and the imminent Super Mario RPG. Interested now? Yeah, I thought you might be...

YOU WEREN'T EXPECTING THAT!

Romancing Saga 3 has the usual Good versus Evil RPG plot that we've all come to know and love. The world has been taken over by an evil force which kills everything in its path. However, one small child is spared and transformed into a Demon King who rules the ravaged world for 300 terrible years. Then the evil force returns, wreaking havoc as it goes, and once again only a small child survives. This time, however, he turns against the evil and becomes a power for good. For 300 years peace reigns. Now the evil force has returned again and – you guessed it – a small child spared. But will he turn out to be good or evil? The world is desperate need of some help. Problem is, I've hurt my ankle, Dave has got an extremely bad cough, Simon and Peter are drunk again and you just know that Chris is going to muck it up if we send him. So, it looks like only you can stop the evil force corrupting this small lad's mind. Don't let him turn evil, or I won't be able to sleep at night. Help us all – PLEASE!

A COMPLETEL

I THINK NOT

IT'S ROMA

...AND IT LOOK

FAMOUS FIVE!

The game starts with you being able to choose which character you wish to control. However, you do not go out adventuring alone. Each character has four mates to help back them up in times of trouble – and you get a lot those in this game. Every time you walk into a creature you had better be ready to fight. In similar style to Earthbound, there's an option to have an Auto Battle with both parties exchanging blows under the CPU's control, although you can control things manually if you wish. As usual, each individual has their own attacks which do varying degrees of damage.

GET IN FIRST!

If there's no way out of a confrontation make sure you face the enemy and charge towards them. This gives you the all-important first strike, which can be vital as some baddies can wipe you out instantly with one blow! However, if one of the gang members loses all their health points they don't die, they just retreat from the battle and will return fighting fit for the next ruck.

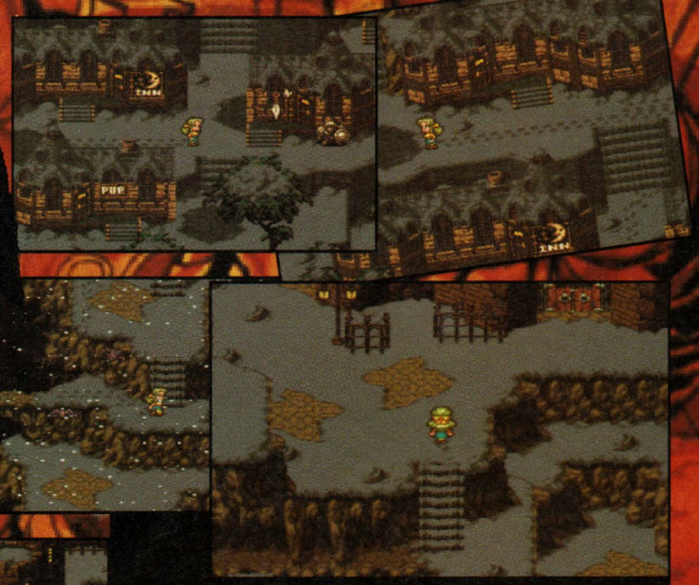
...ncing Saga 3

...r NEW PLOT?

...!!

...NCING SAGA 3...

...S BLOOMIN' HOT!!



WALKING IN A WINTER WONDERLAND!

After surviving many perils and pitfalls, our intrepid heroes come across a village which gives them a chance to rest their weary legs. This is also an ideal time to visit some of the buildings and receive information to help you on your travels. Backtracking around the village is made all the easier by the fact that your footprints are left behind in the snow.

IT'S GOOD TO TALK!

As you can see the graphics look like Secret Of Mana's and the gameplay is similar to that of many other RPGs, although there are more confrontations than is typical with enemies that (annoyingly) can't be avoided. Each section of the game closes with a battle against a Boss baddy, although even these follow the same patterns as the standard enemies. And, as usual, there are towns and castles to explore and talking to the right people is essential if you're to make it to the end of each stage.

GAME DATA

- GAME: ROMANCING SAGA 3
- BY: SQUARESOFT
- RELEASE: TBA
- GAME TYPE: RPG
- PLAYERS: 1
- CART SIZE: 32 MEG

REVOLUTION X

The youth of the world had better watch out. There's a conspiracy to ban all music, TV, magazines and video games. Someone had better stop this quick as I can't do without my NMS every month. Are you up for the job?

All video games, magazines, TV and especially music are strictly forbidden. That's the ruling of Mistress Helga of the New Order Nation and quite frankly it's just not on. Let's face it, anyone that wants to ban NMS needs a severe slap. As to banning music, if you had to listen to some of the rubbish the rest of the NMS boys put on you'd see why she wants it banned. Anyway back to the plot, the New Order Nation are trying to corrupt the minds of anyone aged between 13-30. As one of the last free youngsters remaining it's up to you to track down Aerosmith backstage at Club X and together start the revolution before it's too late. I mean a world without Aerosmith, it just doesn't bare thinking about.

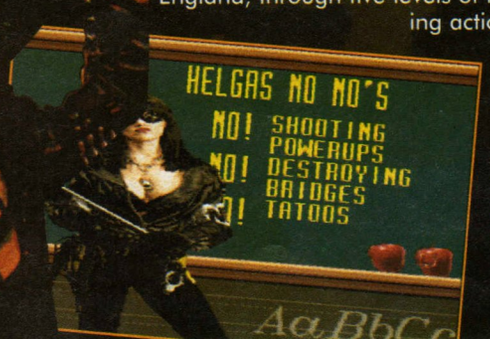
A WORL
TV, MUSI
STOP THE N
BEFORE IT

LOVE IN AN ELEVATOR!

The music for the game was done by none other than rock gods Aerosmith. Not only does the game feature background music to classics such as Rag Doll, but you even hear the vocals of Steven Tyler on Eat the Rich. After completing the first section, the player has the option of three stages which various members of Aerosmith telling you what your assignment is.

DISC OF THE DAY!

The New Order has to be stopped. It's set out to use mind control on the youth population to take over the world and only you can stop them. You set off armed with guns and exploding compact discs travelling from America to England, through five levels of non-stop shooting action. I don't really know what's wrong with New Order? I didn't like Blue Monday, but I don't want to destroy them because of it.

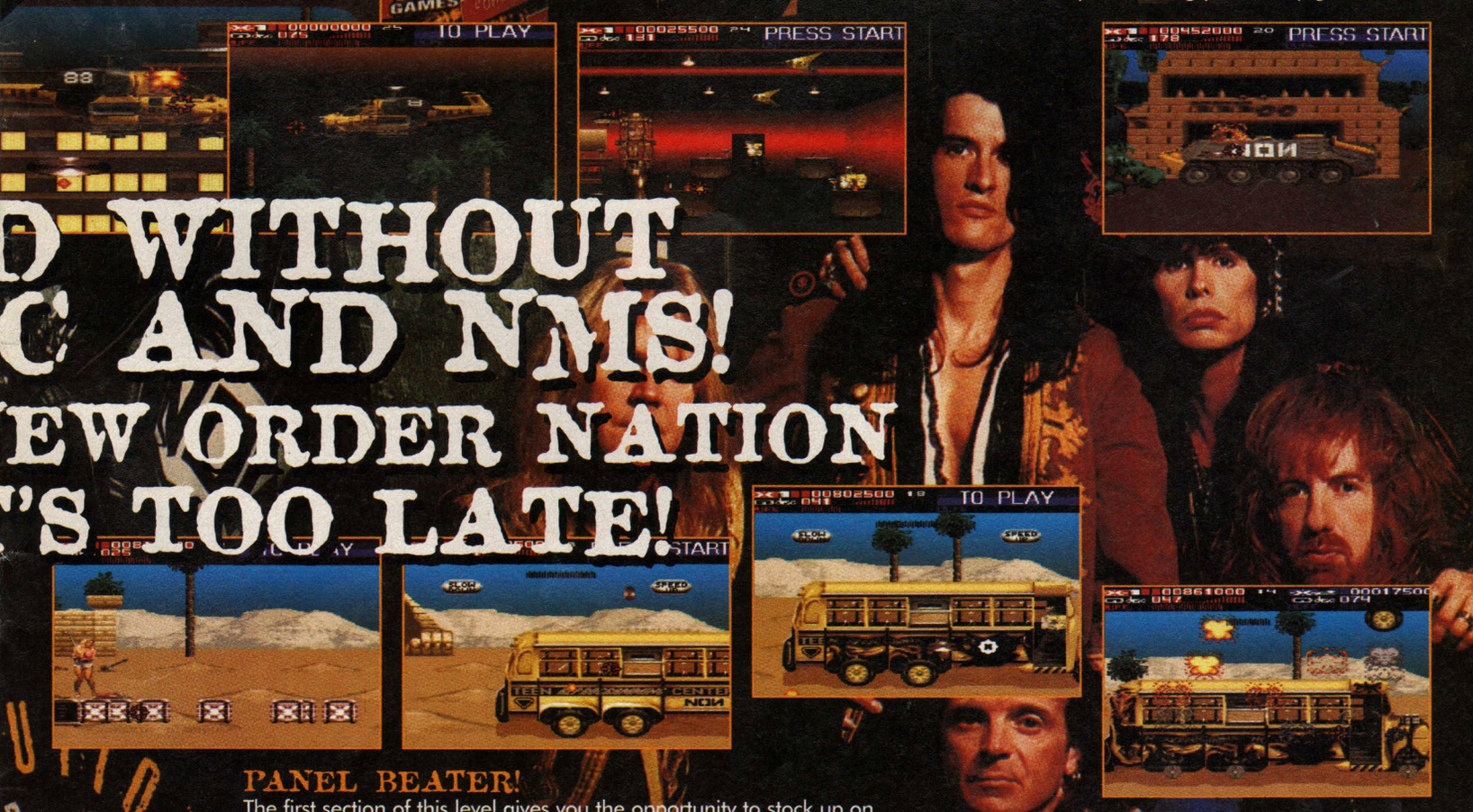


REVOLUTION CALLING

The game begins on November 11th 1996. You're on your way to Club X, LA's hottest nightspot to see Aerosmith. Unfortunately by the time you arrive the New Order Nation has already caused mass death and destruction and their plans are starting to take shape. After getting backstage you meet Aerosmith and together you work on the first assignment. You have to blow up New Order Nation's helicopter and find the band's car. They also give you a confusing bit of advice. in 'Music is the Weapon'. What the hell does that mean?

DECISIONS, DECISIONS

Revolution X also features non-linear action which allows you to make certain decisions whilst playing the game. The first section allows the player to decide which direction they wish to travel. Once the first level has been completed there's the option to complete the next three levels in any order you wish. There are also other decisions that can be made during the levels like which direction to travel in, whether to slow down or speed up your vehicle and all while you're firing your trusty gun.



D WITHOUT C AND NMS! EW ORDER NATION 'S TOO LATE!

PANEL BEATER!

The first section of this level gives you the opportunity to stock up on ammo as well as shields. The object of the level is to destroy the bus which has been sent out to pick up more kids for re-programming. Once the bus appears, the best starting point is the gun turret on the roof followed by the gun in the middle of the bus. Once the weapons have been removed it's just a case of taking out all of the panels. But beware, the New Order Nation are still on board and fire from the doorway. This is also a race against the clock so failure to destroy it results in you having to repeat the process all over again.

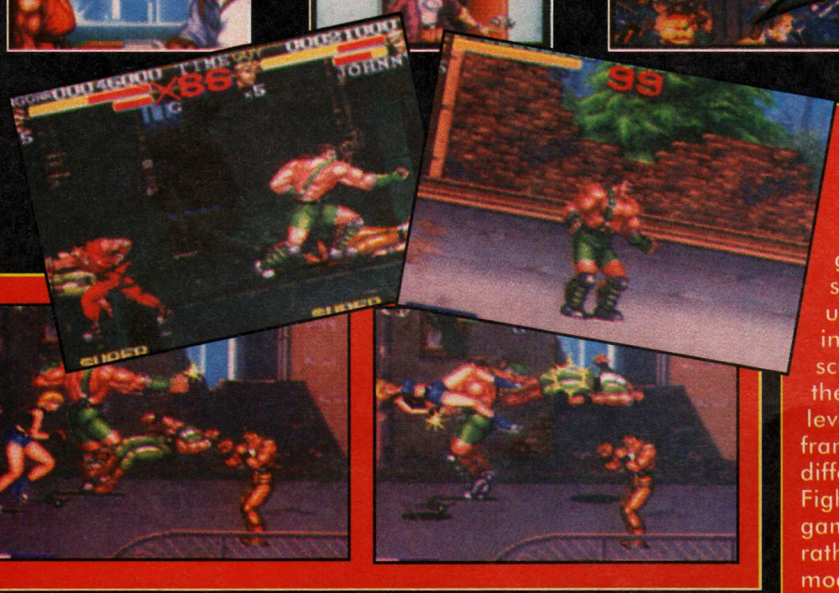
GAME DATA

- GAME: REVOLUTION X
- BY: ACCLAIM
- RELEASE: TBA
- GAME TYPE: SHOOT-'EM-UP
- PLAYERS: 1-2
- CART SIZE: 16 MEG

Final Fight

Capcom's original Final Fight was the first beat-'em-up to be released on the Super NES in the UK, and strangely enough it still seems to be the game that all side-scrolling fighters are compared to. And it's good to see the series still going strong, with the latest Final Fight game recently released in Japan. Want to know more about it? Sure you do...

Why oh why oh why are beat-'em-ups so popular? Could it be the lure of assuming the identity of a bemuscled beefcake with a 48" chest and an IQ to match? Or the primitive moral purity of those 'Good vs Evil' plots where wrongs can be righted simply with a hefty punch? Or the sheer fun to be had from running around and beating up scores of bad guys without risk of personal injury? We suspect the latter, to be honest – it's certainly the reason we like beat-'em-ups so much. After all, if there really were hundreds of evildoers roaming the streets armed with broken bottles and knives, we'd more likely be quivering under our duvets than going out to face them. Hey, look, we may be soft, but at least we're safe...



GAME KEEPS A-SCROLLIN'

For those new to the Final Fight series, the game takes the form of a side-scrolling beat-'em-up, with the player wading through screen after screen of nasties to reach the boss at the end of each level. The main – and, frankly, most important – difference between Final Fight Tough and the first game is the addition of a rather excellent two-player mode, in which you can either have a mate control the second hero or let the CPU deal with it! Clever, eh? Even neater is the Hindrance two-player mode, which lets you not only beat up the bad guys, but also the other player!

AN ALL-STAR CAST!

Final Fight Tough stars four new heroes who have been specially trained to combat the evil menace of the Skull Crosses. Which one do you want to be?

MATSUEI

Matsuei is a Ninja whose key asset is his lightning-fast reflexes. Although not that strong, he more than makes up for it by nimbly out manoeuvring his opponents and launching multiple attacks in rapid succession. He is a very traditional Japanese warrior and faith in his art is the most important thing in his life.

MUKI-MUKI MAYOR

Muki-Muki is the mightiest destroyer of them all. With his hair up in a ponytail, he looks like a wrestler (or a bit of a ponce – you decide). Muki relies on brute strength to succeed, as he's slightly lacking in the speed department. Not many dare get near him, as he can destroy people with one mighty bear-hug.

Final Fight Tough

BACK WITH A VENGEANCE!

This time around our super heroes face the evil minions of the Skull Crosses (previously known as the Mad Gear Organisation). After getting their asses well and truly whipped in the previous battles, these foul wrongdoers decided to go away and recruit bigger and badder villains. And after years of plotting, it's only now that they feel they're ready to bring complete mayhem and destruction to Metro City once more. In another unique feature, FFT boasts an ever-evolving plot which alters as the action progresses, with the player's performance determining what happens next.

I'VE GOT A BIG CRUSH ON YOU!

When a certain number of enemies have been wiped out, the word Super appears on the player's gauge at the bottom of the screen. This allows the player to perform a Super Mega Crush – a totally awesome killing technique. Every character has their own individual Mega Crush and a host of other new moves, such as Rusha's Fire Spinner (a flaming jump kick) and Matsuei's Thousand Fist One Grip, which produces lots of hits in a split second to devastating effect.

DEAN

Although starting out as a recluse and a totally mysterious character, he does begin to reveal who he is as the game develops. He has learned the art of being able to generate power into his hands by mind control and can unleash it at his enemies whenever needed.

RUSHA

Rushi is a sexy member of the Special Crime Investigation Department who can stun people with her long legs in more ways than one. Not only is she very attractive, but her long legs produce astounding kicks with devastating results.

GAME DATA

- GAME: FINAL FIGHT TOUGH
- BY: CAPCOM
- RELEASE: TBA
- GAME TYPE: BEAT-'EM-UP
- PLAYERS: 1-2
- CART SIZE: 24 MEG

SPECIAL FEATURE

Oh dear. Oh deary, deary me. What is going on with the Virtual Boy. It's been out for several months now and, so far, has failed to live up to sales expectations. But when you look at the generally poor quality of the software available, it's small wonder. To date there are but a handful of games that have even tried to utilise the machine's custom 3D capabilities – and the three being displayed here aren't among that number either. Still, Nintendo are adamant that the best has still to arrive and are promising VB versions of classics like Metroid sometime this year. Just hurry up, please...

BOY ZONE!!!

THREE MORE VIRTUAL BOY GAMES HIT THE SHELVES! AND THEY'RE ALL TOTALLY AND UTTERLY RUBBISH! I MEAN, FOR CHUFF'S SAKE...

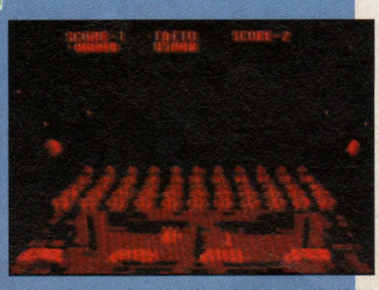
SPACE INVADERS: VIRTUAL COLLECTION

BY: TAITO
CART SIZE: 8 MEG
PLAYERS: 1
RELEASE DATE: TBA

As shoot-'em-ups go, they don't come much more 2D-er than Space Invaders. So it's rather surprising to find it being converted to the Virtual Boy. So just how have Taito managed to enhance the most basic blaster ever created in a Virtual Boy stylee? Well, imagine tilting the whole playfield so that the top row of invaders are in the background, the bottom row in the foreground, and you'll start to understand the concept. It's not a bad effect but it adds not one jot of difference to the gameplay. It's not a bad old conversion really, but if it's shoot-'em-up action you seek on the Virtual Boy investigate Vertical Force or Red Alarm first.

SAME OLD, SAME OLD...

Fans of Space Invaders certainly get their money's worth in this cart. For not only does it boast an enhanced 3D version of the old classic, it also includes a 3D version of the sequel, Space Invaders II. But damn their eyes if there isn't more besides. Also available for player perusal are, gasp, 2D versions of both games and for showoffs, Time Attack and Score Attack modes too. In both of these games you are only given one ship with which to destroy as many Invaders as possible in as short a space of time or amass as many points as possible. Simple, eh? Simple and, frankly, rather boring.



SPECIAL FEATURE

UAL FISHING
K IN VIDEO
ZE: 8 MEG
S: 1
E DATE: TBA

Why bother purchasing loads of expensive fishing equipment and sitting out in the fresh air in all weathers, waiting ages to catch a few tiddlers you're going to chuck back anyway, when you can just as easily purchase a load of expensive video game equipment, sit at home and land a few virtual tiddlers instead? Yep, the concept of console fishing is a bizarre one, yet one that has spawned a brace of games on practically every console format – the imaginatively titled Virtual Fishing being the first offering on the Virtual Boy. Here are a few more details – wake me when you're finished.

FOR GOD'S SAKE!

The action in Virtual Fishing – and I use the term very loosely – takes place at various locations up, down and surrounding a stretch of river. Players are given a choice of only two locations at the start of the game, the object being to win a fishing competition from that spot and qualify to fish from new locations. The actual act of fishing itself is every bit as riveting as the real thing, except that you're not required to put maggots in your mouth. The B Button casts the line and is also used to reel it back in. Now the fun really starts. In the top left corner of the screen a window displays the rod and reel. The object is to reel in slowly to lure a fish to take the bait. If this occurs, the rod bends and you have to press the right-hand trigger quickly before the fish escapes.

Now the view moves to underwater and the fight to land the fish begins properly. Or rather it doesn't because it's incredibly easy to land 'em time and time again once you get it sussed. One for the fish die-hards, this one.

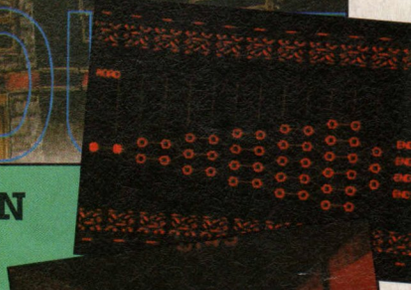
VIRTUAL BOY

I'MAX

インスマウスの館

今、恐怖の扉が開かれる…！

INSMOU



SPOOKY MANSION

BY: I'MAX
CART SIZE: 8 MEG
PLAYERS: 1
RELEASE DATE: TBA

Unbelievably our expectations of this product were quite high (well, for a VB game). With its explorational elements and 3D viewpoint we thought it might be some sort of Virtual Boy Doom clone. What mugs we were. Smooth 3D scaling and scrolling? Not a chance – cardboard cut-out monsters and flick screens are much more in order, sadly. The game itself is a sort of explore-'em-up viewed from a first-person perspective. A lone player explores a maze-like haunted mansion, shooting any ghouls or monsters encountered and picking up bonus items along the way. Movement is controlled via the left D-Pad, the gun is aimed with the right one and fired by the trigger beneath. Frustratingly, every time a bullet is fired the gun sight recentres itself and you have to aim again, giving the monster ample time to get a shot in. But that frustration pales next to the punishing time-limit you're expected to find the exit within and the fact that you've only one round of bullets to kill your way there. Bah!

THIS IS THE END!

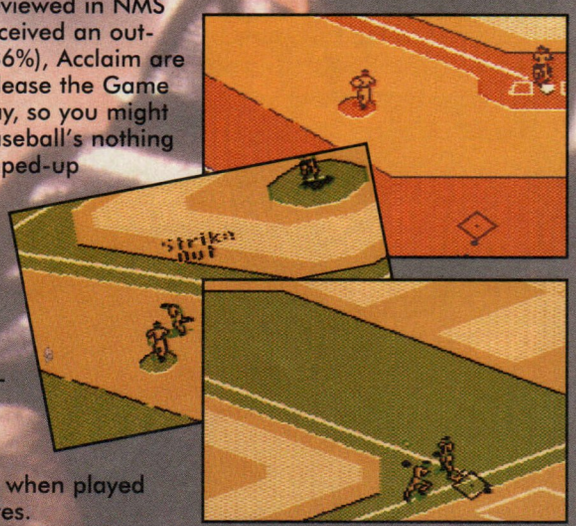
Make no mistake, this game is as dull as the day is long. Yet it is not without its moments of interest – if you can call them that. For those gamers brave, stupid or bored enough to attempt several completions of the game there are four different endings. Not only that but there are many more ways to reach that ending thanks to the convoluted layout of the levels. I must stress, though, you'd have to be some kind of masochist to attempt this feat. Oh yeah, and the game's probably not called Spooky Mansion either. The actual name, being in Japanese, remains a bit of a mystery, but it's got spooks and it's set in a mansion, so why not?

PREVIEW GAME BOY

FRANK THOMAS BIG HURT BASEBALL

Not so long ago, all the professional baseball players went on strike due to a dispute over salaries. What are they whining about? I mean, these guys earn millions of dollars every year, have gorgeous women hanging around them, appear in their own video games and they're still not happy. If only they knew how little I earned. In fact, I don't even get paid for writing for NMS, just a dry place to sleep (behind the boiler in the basement) and some food (i.e. whatever Dave leaves behind after one of his legendary pig-outs). It's just not fair.

After the rather fabulous Super NES version of Frank Thomas Big Hurt Baseball (reviewed in NMS #39, where it received an outfield-stretching 86%), Acclaim are gearing up to release the Game Boy version. Okay, so you might complain that baseball's nothing more than a jumped-up version of rounders and that rounders is girl's game in the first place, but there's still no denying that when done properly it can make for a very entertaining console game, especially when played against your mates.

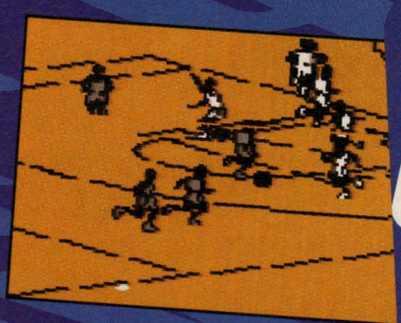


PREVIEW GAME BOY

NBA LIVE

It's just not fair. I could be a basketball player if I wanted. Just cause I'm only 5'9" doesn't mean I can't play. All right, so I can't reach the basket but I'd be able to dribble through the players' legs and let one of the others score instead. Honest I'm good. All I need is a chance...

Blimey! I finish a feature on American football and then I get one on baseball. Then, when I've done that, I have to do one about ice hockey or basketball. Isn't it possible we have enough things American over here as it is? Let's hope the Canadians don't want to get in on the action or we could end up playing Super Log Rolling 96. Just imagine how much fun we could all have with that...



PLAY AWAY IN THE NBA!

NBA Live is played on a unique 30° perspective court offering a fresh challenge to the standard side-on view. There are a host of options that allows the player to customise the rules to suit their individual style, so whether you want to play like the pros or prefer a backstreet-style game built on aggression, the choice is up to you. There are also three difficulty settings and a 'Style' option which dictates whether the players tire or get fouled out. In fact, there are so many options the only thing the programmers missed out is the Hotdog stand!

GAME DATA

- **GAME:** NBA LIVE 96
- **BY:** THQ
- **RELEASE:** MARCH
- **GAME TYPE:** BASKETBALL SIM
- **PLAYERS:** 1
- **CART SIZE:** 4 MEG

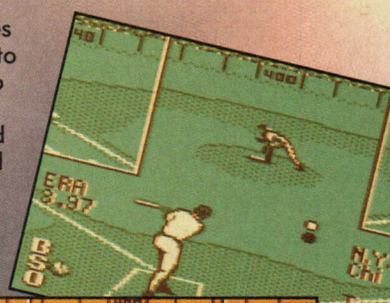
BASES LOADED!

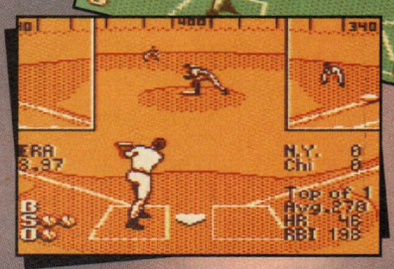
Although this is a Game Boy game, there are six gameplay options from which to choose. There are the customary Exhibition, Season (which allows the player to compete in all 162 games, although there's the option to reduce the amount of games played if required) and Play-Off modes. There are also options to practice your batting, a Home Run Derby which lets you pitch players from different teams against each other in a slug-out to see who can hit the most home runs, and an All-Star match which brings together the finest players from both the American and National conferences to do battle.

GAME BOY PREVIEW

AND BATS NOT ALL!

The rules to baseball are quite simple. Two teams compete against each other and alternate between batting and fielding. Each innings lasts until three men from each side are out. Once they are out the teams switch over. A team scores a run every time a player passes all four bases but, unlike rounders, they do not have to do it in one attempt. The batter has two types of swing. The first is the good old fashioned swipe with all your might and the second is the bunt. The bunt is used to get someone to first base by confusing the fielders. A player makes it look like he is about to whack the ball but stops the bat halfway through the swing to kill the ball dead. Before the fielders have time to say "Oh no, it's a bunt" he's already halfway to first base.





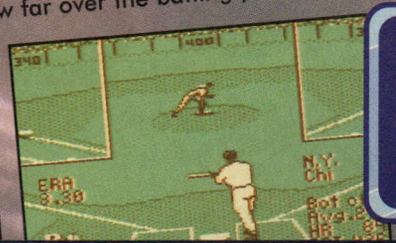
(RIGHT) *Whoops! Me bat's just flown through the commentary box window!*

WITH BIGGER BATS... EAD-TO-HEAD IN BIG HURT!!

STRIKE THREE, YOU'RE OUT!

The pitcher has a variety of pitches up his sleeve with which to confuse the batsman. The first is the good old Fast Ball, which is a straight throw with as much pace as the pitcher can muster. The second is the Split Pitch which starts looking deceptively slow, but quickens up as it travels. The last is the Change Pitch, which starts high and then dips suddenly as it hurtles towards the batter. There are also three speeds for each pitch and the option to alter the starting height and how far over the batting plate you want to lob it.

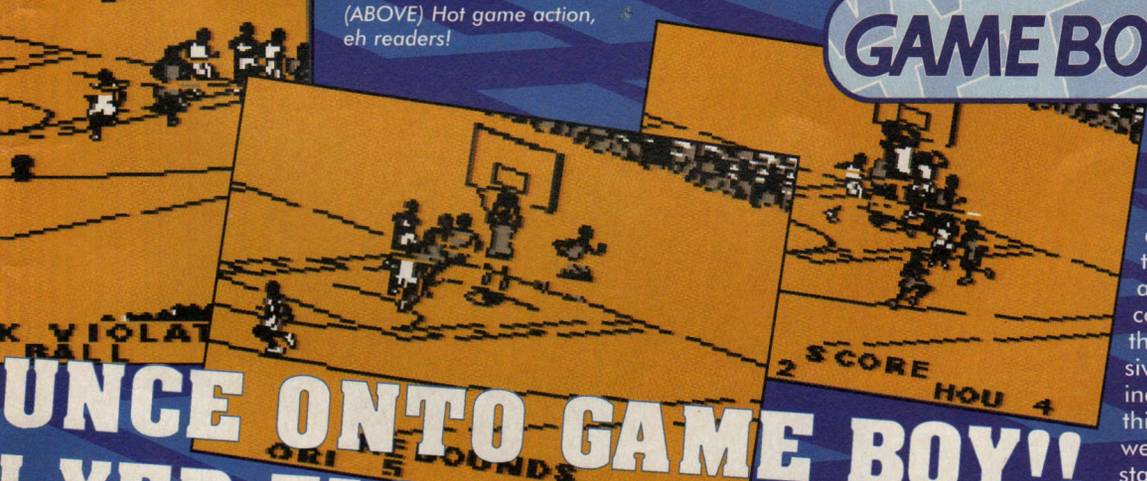
(LEFT) *Swing a big lump of wood at a lump of 100mph incoming leather!*



GAME DATA

- *GAME: FRANK THOMAS BIG HURT*
- *BY: ACCLAIM*
- *RELEASE: TBA*
- *GAME TYPE: BASEBALL SIM*
- *PLAYERS: 1*
- *CART SIZE: 4 MEG*

(ABOVE) *Hot game action, eh readers!*



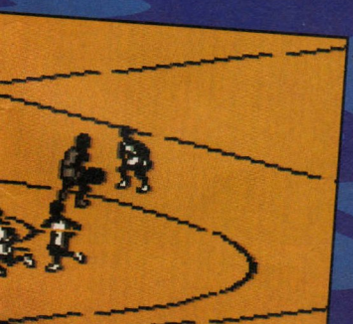
UNCE ONTO GAME BOY!!
YER FACE ACTION!!
96

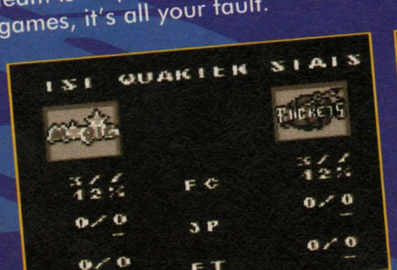
CHECK OUT THOSE VITAL STATISTICS!

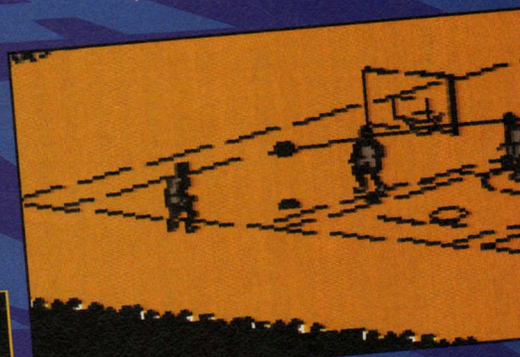
The game features all 27 NBA teams and every professional competing in the 1995-96 season. All the players are rated in 16 skill categories with the computer selecting the best five to start the match. There's also a comprehensive statistics option for all of those sad individuals who want to know every thing about a player – and let's face it, we all know at least one of them. The stats can be called up at any point during a match, whether it be individual or team stats required.

YOU'RE FOR THE HIGH JUMP, MATE!

Want to pick a team of your choice? No problem. NBA Live 96 offers you the chance to become General Manager of any team of your choice and trade players accordingly. The game follows the same objectives as the NBA and, as the season is played in real time, it stops you trading after the cut-off date of February 24th. So if the team is crap after that point and you lose the remainder of your games, it's all your fault.





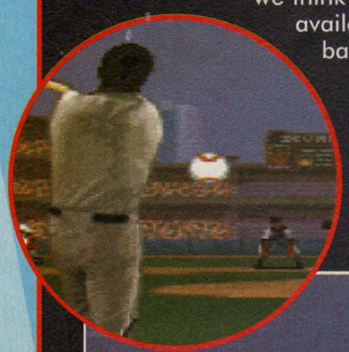


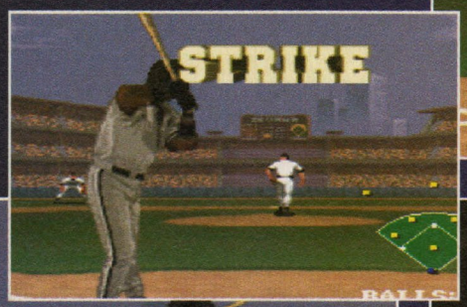
(ABOVE) *That black fuzzy stuff at the bottom of the picture is actually the crowd, believe it or not.*

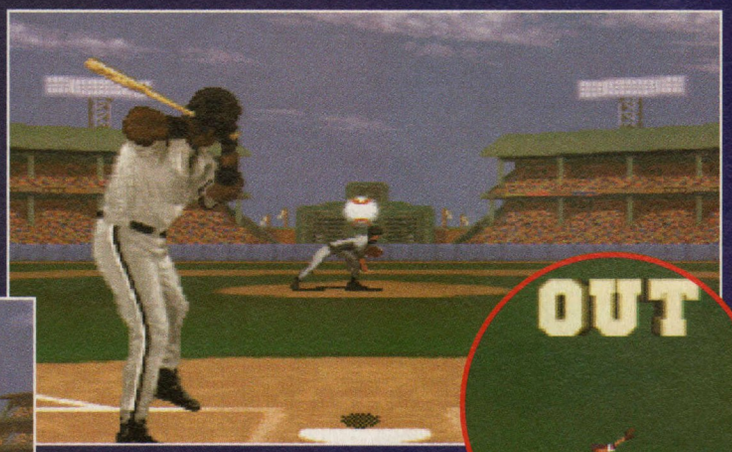
FRANK THOMAS BIG HURT BASEBALL

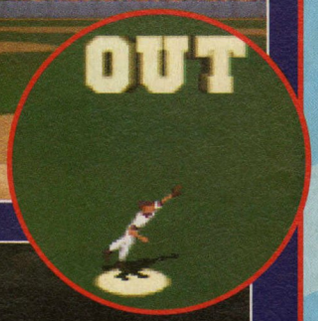
BY: ACCLAIM
FORMAT: SUPER NES

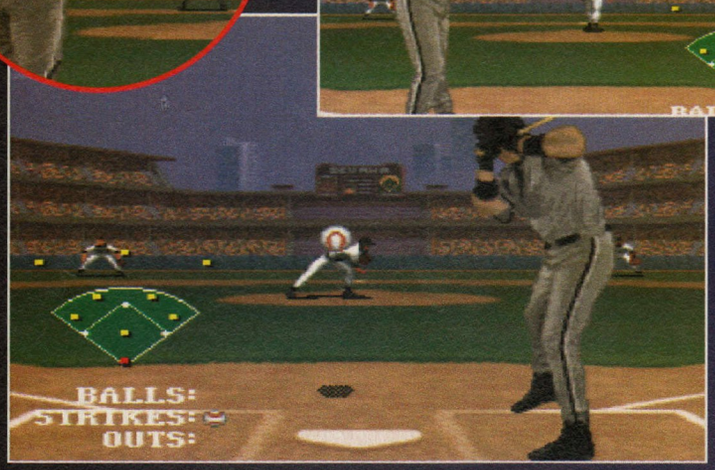
Baseball: complex game of skill and judgment or big kids' version of rounders? We still plump for the latter, alas – although Acclaim's fine title has gone a long way to persuade us otherwise. Utilising Acclaim's own motion capture technology, Big Hurt looks amazing and, thankfully, plays very well too. In fact, we think it's the best baseball game currently available for the machine. If baseball's your bag, this one's for you.

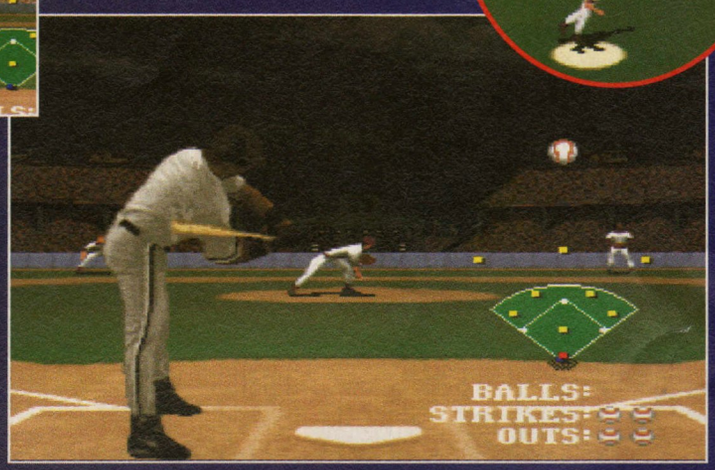








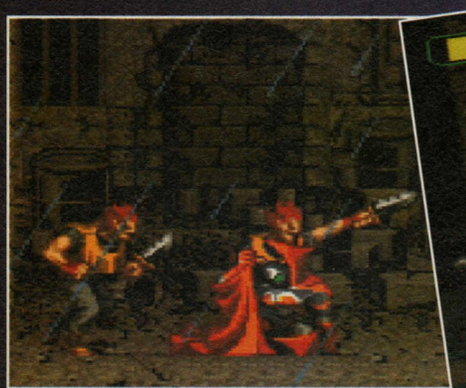


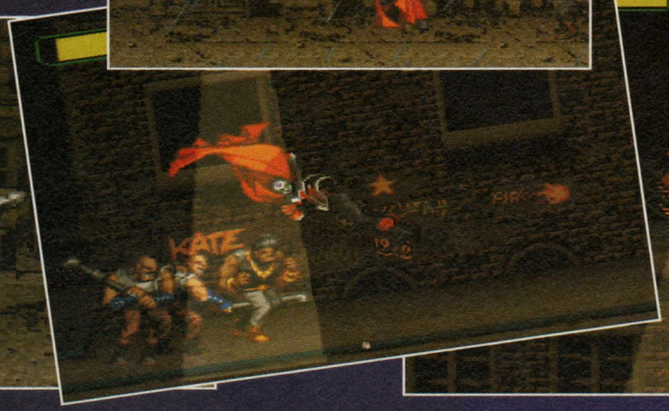


SPAWN

BY: ACCLAIM
FORMAT: SUPER NES

If it's a comic book licence you can bet yer mouldy old boots that it's got the name of Acclaim attached to it somewhere. This particular example follows the exploits of the titular Spawn, the USA's favourite comic book hero if we are to believe the press blurb. Spawn, it seems, is actually a dead government agent brought back to active duty thanks to a magic Symbiote Suit. His mission is to recover 13 kidnapped children from some nefarious villain or other. What ensues is a rather standard scrolling platform beat-'em-up along the sort of lines we're all very familiar with by now. Not bad, though, if you like that sort of thing. And who doesn't?





NEARLY OUT NOW

WWF WRESTLEMANIA

BY: ACCLAIM
FORMAT: SUPER NES
Another year, another WWF game. Thankfully, though, this one's the best there's been for a long time thanks to tasty motion capture graphics and enhanced gameplay. The whole thing cracks along at an impressive pace too and each of the six selectable characters has a full range of devastating moves and a few specials besides. Good stuff for all you wrestlemaniacs out there.

90 MINUTES

BY: OCEAN
FORMAT: SUPER NES
A bit of a late entry into the scramble for league supremacy this one, and there are already a couple of strong contenders in the form of FIFA '96 and the mighty ISS Deluxe. So 90 Minutes has a hell of a job on its hands if it is to impress, a job it almost – but not quite – pulls off. While elements like the great passing system and smooth graphics boost the game, annoyances like poor CPU intelligence let it down. Still, it's good enough as a two-player game and that factor alone makes it worth a trial.

NEXT MONTH!

WE'LL BE BACK!!!

NMS #42
16•02•96

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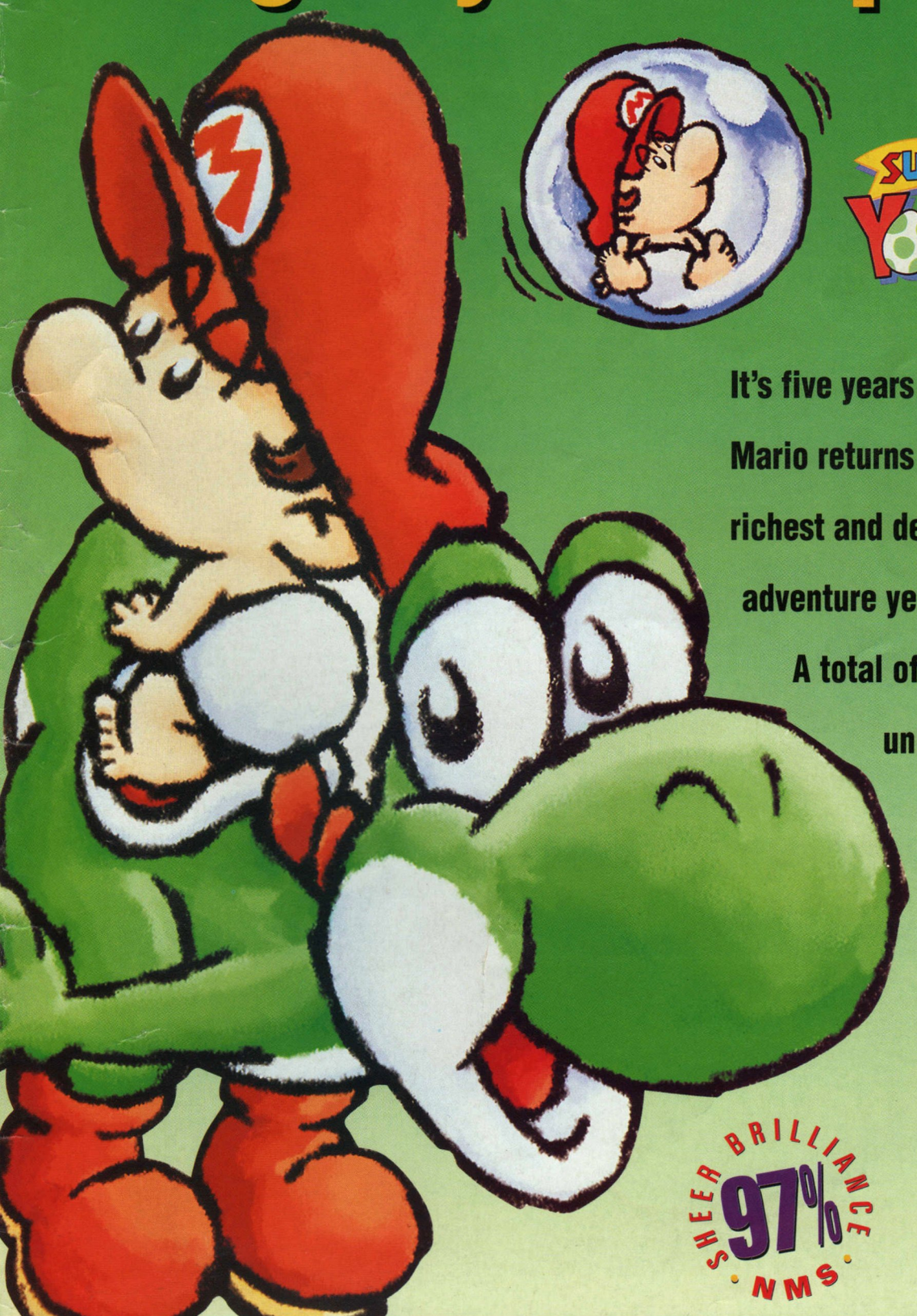

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